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Compleat Gamester:

IN THREE PARTS.

V I Z.

Full and easy Instructions for playing the Games chiefly used at Court and in the Assemblées, viz. OMBRE, QUADRILLE, QUINTILLE, PICQUET, BASSET, FARO, and the *Royal Game* of CHESS.

I. The true Manner of playing the most usual Games at Cards, viz. WHIST, ALL-FOURS, CRIBBIDGE, PUT, LUE, BRAG, &c. With several diverting Tricks upon the Cards.

II. Rules for playing at all the Games both *Within* and *Without* the TABLES; likewise at *English* and *French* BILLIARDS. Also the LAWS of each Game annexed to prevent Disputes.

Written for the Use of the Young PRINCESSES,
By RICHARD SEYMOUR, Esq;

The FIFTH EDITION.

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P R E F A C E.

GAMING is become so much the Fashion amongst the *Beau-Monde*, that he who, in Company, should appear ignorant of the Games in Vogue, would be reckoned low-bred, and hardly fit for Conversation.

Therefore I have taken the Pains to compile this little Treatise, in order to teach the principal Court Games, *viz.* OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is so plain and easy, that a Person of a very common Capacity may quickly learn these most entertaining Games.

First,

First, As to OMBRE. This Game is variously played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Reader may not be ignorant of any Part of it, he will find it here described in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to Article, without Method.

It may be objected, perhaps, that we enlarge in some Places upon Things that have been touched on before: But it must be considered, that this Treatise is wrote in favour of those *who have no Notion at all of the GAME*; and to these, we conceive, nothing can be made too plain. Besides, it will be found, that we never speak of a Thing a *second Time*, but where it has not been sufficiently explained *before*.

As for those, who have already *some Notion* of the *Game*, this easy Method will soon make them *Masters of it*.

They

They who play it *well*, will find the *Rules* here laid down so exact, and with so much Justice, as readily to decide those frequent Disputes which happen about the *Laws* of the *Game*.

There is likewise, for the Use of Learners, a Table of all such *Games* as may with Prudence be played.

But because the *Terms* may sound a little barbarous to some Ears, and lest the Ignorant should think they are *Terms* of *Magic*, we have placed them all in a separate Table, with their Explanations.

Secondly, The Games of PICQUET, BASSET, and FARO, are described, as they are now played in the best Companies. The Method is so easy, that I think nothing can be added to explain them farther.

Thirdly, The Royal Game of CHESS (which some maintain to be as old as *Troy*, and that it was invented by the *Grecian* Captains, to divert their tedious Evenings at the Siege of that famous City) requires *Art* and *Stratagem*, and
relieves

relieves the Mind, when wearied with the Fatigue of Business.

John de Vigney, in his Book, called *The Moralization of Chess*, says, that the Game of Chess was invented by *Xerxes* the Philosopher, to improve and correct the Mind of that famous Tyrant *Merodack*, King of *Babylon*, 614 Years before the Birth of *Christ*.

In the Practice of this Game, a Person meets with a great many odd Events, which give the same Sort of agreeable Surprise, that we are moved with at the happy Incidents in a Comedy: by the concise Account we have given of it, any Person, that once sees the Men placed upon the Board, may learn to play; but to be excellent in it, requires a suitable Genius, and good Observation.

The Second and Third Parts of this Treatise, were originally written by *Charles Cotton* Esq; some Years since, but are now rectified according to the present Standard of Play.

Richard Seymour.

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THE

THE
Compleat Gamester.

PART I.

Containing the Court Games, viz. OMBRE,
PICQUET, BASSET and CHESS.

THE Game of OMBRE owes its Invention to the Spaniards*, and has in it a great deal of the Gravity peculiar to that Nation. It is called *El Hombre*, or, *The MAN*. It was so named, as requiring Thought and Reflection, which are Qualities peculiar to Man; or rather, alluding to HIM who undertakes to play the Game against the rest of the Gamesters, and is called, *The MAN*. To play it well,

* It is an Improvement of a GAME called PRIMERO, formerly in great Vogue among the Spaniards. *Primero* is played with Six Cards, *Ombre* with Nine; that being the material Difference; for as to the Terms, they are mostly the same. HE who holds *Cinquo Primero* (which is a Sequence of Five of the best Cards, and a good Trump) is sure to be successful over his Adversary. From whence the Game takes its Denomination.

B

re.

2 *The* COMPLEAT GAMESTER. Part I.

requires a great deal of Application; and let a Man be ever so expert, he will be apt to fall into Mistakes, if he thinks of any thing else, or is disturbed by the Conversation of those that look on.

Attention and Quietness are absolutely necessary, in order to play well. Therefore, if the Spectators are discreet, they will be satisfied with the Pleasure of seeing it played, without distracting the Gamesters.

What I have said, is not to persuade any who have a mind to learn it, that the Pleasure is not worth the Pains: On the contrary, it will be found the most delightful and entertaining of all Games, to those who have any thing in them of what we call the *Spirit of Play*.

There are many Ways of playing at *Ombre*; it is sometimes played with *Force Spadille*, or *Espadille Force*; sometimes by *Two* Persons, sometimes *Three*, sometimes *Four*, and sometimes *Five*; but the general Way is by *THREE*. Of this kind of Play we shall treat first, the rest we shall explain in their Turns.

The Number of the CARDS.

THE Game is played with 40 Cards: You may buy Packs made up on purpose for this Game; otherwise you may take

take an entire Pack, which consists of 52 Cards, and throw out all the Eights, Nines, and Tens, of the Four Suits, which make 12, and there will remain 40; this is an *Ombre* Pack.

The Natural Order of the CARDS.

WHAT I call the natural Order of the Cards, is, their several Degrees when they are not Trumps.

The Term *Trump* comes from a Corruption of the Word *Triumph*; for wherever they are, they are attended with Conquest.

Of Cards there are two Colours, *Red* and *Black*; the *Black* are *Spades* and *Clubs*.

The Order of *Spades* and *Clubs* is the same as in other Games, in a natural Descent: King, Queen, Knave, Seven, Six, Five, Four, Three, Two.

It is to be observed, that the Two *Black Aces* are not reckoned in their natural Order of the Cards among their own Suits, because they are always *Trumps*; as we shall explain hereafter.

The Two *Red* Colours are *Hearts* and *Diamonds*, which in their Order are quite contrary to the *Black*; but this Difference is soon understood.

The King, Queen, and Knave, keep their
Black natural

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natural Ranks, but the rest are quite reversed; for the lowest Card in the *Red Suits* still wins the highest.

To comprehend this at one View, and, to see every Card's Value, peruse this Table.

RED.	BLACK.	Observe, that there
<i>King</i>	<i>King</i>	are Ten Cards in
<i>Queen</i>	<i>Queen</i>	<i>Red</i> , and but Nine
<i>Knave</i>	<i>Knave</i>	in <i>Black</i> , by rea-
<i>Ace</i>	<i>Seven</i>	son, the <i>Black Aces</i> ,
<i>Duce</i>	<i>Six</i>	which are always
<i>Three</i>	<i>Five</i>	<i>Trumps</i> ; are not
<i>Four</i>	<i>Four</i>	to be reckoned,
<i>Five</i>	<i>Three</i>	
<i>Six</i>	<i>Duce</i>	
<i>Seven</i>		

The Order of the CARDS when they are Trumps.

IT is necessary to remember, that the *Black Aces* are always *Trumps*, let us play in what Colour we will. Thus whether *Hearts*, *Diamonds*, *Clubs* or *Spades* be *Trumps*, the *Ace of Spades* is always the first *Trump*, and the *Ace of Clubs* the third.

The *Ace of Spades* is called *Spadille*, or *Espadille*; the *Ace of Clubs* *Basta*.

Thus the first and the third *Trump* are constantly fixed, then the only Difficulty is to find out the second. It

Part I Of OMBRE, by THREE.

It is to be observed, that whatever Colour we play, that which is the worst Card in its natural Order (that is to say, when it is not Trumps) becomes the second Trump; as the Duce of Spades, when we play in Spades, is the second best Trump, and is called *Manille*; and the Duce of Clubs, when Clubs are Trumps,

When we play in *Red*, the Seven of Hearts, or Seven of Diamonds, is the second best Card; that is to say, the Seven of Hearts when we play in Hearts, and the Seven of Diamonds when we play in Diamonds; and is likewise called *Manille*.

There are, as we have shewn, four *Manilles* upon the Cards; that is to say, two in *Red*, and two in *Black*; but they are never called *Manilles*, but when the Suits to which they belong are Trumps: As for Example, when we play in Spades, the Duce of Spades is *Manille*; if in Clubs, the Duce of Clubs; if in Hearts or Diamonds, it must be the Seven.

There is one Observation remains; which is, concerning the *Red Aces* when we play in *Red*, we must take notice that they change their Place.

Thus when we play in Hearts, the Ace of Hearts takes place of the King, and is the fourth Trump; as likewise does the Ace of Diamonds when we play in Diamonds; and are called *Puntoes*.

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But it must be remembred, that it is only when they are Trumps, that they are called by this Name; at any other Time they are only in the Degree we have placed them in the foregoing Table.

For the better understanding the Nature of the Trumps, observe the following Table, where they are placed in their Order.

RED.	BLACK.
<i>Spadille, Ace of Spades</i>	<i>Spadille, Ace of Spades</i>
<i>Manille, the Seven.</i>	<i>Manille, the Duce.</i>
<i>Basto, Ace of Clubs.</i>	<i>Basto, Ace of Clubs.</i>
<i>Punto, the Red Ace.</i>	
<i>King</i>	<i>King</i>
<i>Queen</i>	<i>Queen</i>
<i>Knave</i>	<i>Knave</i>
<i>Duce</i>	<i>Seven</i>
<i>Three</i>	<i>Six</i>
<i>Four</i>	<i>Five</i>
<i>Five</i>	<i>Four</i>
<i>Six</i>	<i>Three</i>

Thus you may see by this Table, that there are 12 Trumps in Red, and but 11 in Black.

How

How the Trump is made.

THE *Trump* at *Ombre* is not made by turning up a Card, as at other Games.

But after the Cards are dealt, every one examines his Game, and speaks in his Turn.

For Example, we will suppose that you are Eldest Hand, and that you have for Game, *Spadille* the Ace, and *Manille* the Duce of Spades; *Basto* the Ace of Clubs, the 7 and the 3 of Spades; you will find, upon Examination, that you have three *Matadores* and two *Trumps*, which is a very good Game: We will suppose that the other two have no Game at all; you are to ask if they play, that is understood if they play without *taking in*; which we shall explain hereafter. They answer, *No*: Then you are to say, *Spades are Trumps*, and make your *Discard* accordingly. This is the Manner of making the Trump. What I say of the Eldest Hand, is the same with the other two, when those that are to speak first, have said, *Pass*.

Thus the Trump is made by him who undertakes the Game, in whatsoever Suit he finds his Game the strongest.

But the Person who plays must always name the Trump, before he looks at the Cards he takes in; for if he should happen

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to turn them up, tho' he should not see them before the Trump is named, then either of the other Two may name it; and he shall be obliged to play in that Suit, let it be what it will.

If the *Ombre* should name two Colours at the same time, then the Person who sits at his Right Hand shall chuse which of those two Colours he thinks fit, and the *Ombre* shall be obliged to play in that Suit.

In this Case the *Ombre* shall have the Liberty of looking at his *Discard*; and if he has put out any of that Suit which is named for him, he may take them in again, provided the Cards he took in are not joined to the rest of his Game: If so, he has not this Liberty.

The Person who undertakes the Game, is called the *Ombre*.

It is necessary to be very exact in naming the Trump: For Example; if a Person who intends to play in Clubs, should shew three Cards that he puts out, a Heart, a Spade, and a Diamond; and say, You may know my Trump by what I put out; this will not be sufficient, and the others may name it, as if he had not spoke at all: For sometimes in that Case a Man may put out a Trump to deceive others.

All these Formalities are grounded upon Reason, therefore Mistakes must fall to the Preju-

Prejudice of him who makes them; because it is sometimes difficult to discern between Mistake and Design, and if these were permitted to be retracted, it would give Occasion to a great deal of unfair Play, therefore all Equivocations are disallowed.

If after the *Ombre* has looked at the Cards, he takes in, he recollects that he did not name the Trump; if the other two should forget to speak before him, he may name it then without incurring any Penalty.

Of the Matadores, and their Privilege.

THE Word *Matadore*, in Spanish signifies *Murderer*; they are so called because they never give Quarter.

There are but three Cards that are properly called *Matadores*; these are *Spadille*, *Manille*, and *Basto*; which are three principal Trumps in whatever Suit we play.

Spadille is always the Ace of Spades.

Manille, as we observed, is not fixed, but changes according to the Colour we play in, as in *Red* it is the Seven, in *Black* the Duce.

Basto, is always the Ace of Clubs.

The Privilege of a *Matadore*, is, that it is not obliged to pay Obedience to an inferior Trump; that is, you are not obliged to play it, tho' a Trump lead: One Example will make this plain.

Suppose I have in my Hand *Basto*, without any other Trump, and the Leader should play the King of Trumps, I am not obliged to play my *Basto*, but may play any other ordinary Card that is not a Trump.

Here the King is inferior to *Basto*; but if the Leader should play *Spadille*, or *Manille*, there *Basto* must come down, if you have no other Trump; for every Card must pay Respect to its Betters.

But you must observe, that *Spadille*, or *Manille*, must be the Card first played.

For Example; if I have *Basto* unguarded in my Hand, and am to play last; if the Leader should play the King, and the second *Spadille*; here I am not obliged to play *Basto*, because *Spadille* did not lead.

Another Privilege of *Matadores*, is, that whoever has them shall be paid a Counter for each, by the other two Gamesters.

But it is only the *Ombre* that can be paid for *Matadores*, nor is he to be paid for any Number less than Three.

Formerly, if the *Ombre* was *Beasted*, and the *Matadores* were in another Hand, he was obliged to pay to that Person who had them; but this is out of Use now.

So if I lose the Game with three *Matadores* in my Hand, I am to pay three Counters to each of my Antagonists.

Hitherto we have only spoke of these three

Of OMBRE, by THREE. II

three *Matadores*, *Spadille*, *Manille*, and *Basto*: but it must be observed, that those Trumps which immediately succeed these, when they happen to meet in the Hands of the Ombre, usurp the Name of *Matadores*, and must be paid as such.

For Example; if I have *Spadille*, *Manille*, *Basto*, *Punto*, *King*, *Queen* and *Knave*; I have seven *Matadores*, and must receive seven a piece from my two Opposites: And if the *Duce* and *Three* should be joined to these, they make nine, and I must be paid accordingly; but this is to be understood if we play in either of the *Red Suits*.

There can be no *Punto*, when we play in either of the *Black Suits*; because the Aces, which are the *Punto's* in *Red*, in *Black* are otherwise distinguished.

Thus when the Ombre wins his Game, he must be paid for his *Matadores*, whatever Number he has; if he loses he must pay the others, still observing that these *Matadores* must be *Sequents*, otherwise they are not to be paid at all.

The Manner of Disposing the Game.

There is no Necessity for marking up your Game at this Play, because every Deal decides the Game; however, Coun-

ters must be used instead of Money, to mark the Stakes you play for.

You must distribute to every Player a certain Number of *Fishes* or *Counters*; suppose nine *Fishes* and twenty *Counters* to each.

A *Fish* is a *Counter* made in the Shape of a *Fish*, to distinguish it from the other *Counters*, and is generally made to be worth ten *Counters*.

The next thing to be settled, is the Price of your *Counters*, which must be according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Sixpence each.

The Deal is settled thus. One Person taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the highest Card of that Suit which lies in the Middle, is the first Dealer. Another Way is, by giving Cards round, and whoever has the first *Black Ace*, deals first.

The Manner of Dealing.

WE have explained to you the Value of a *Fish*; now you are to lay down One a-piece before the Deal begins.

After the Dealer has shuffled the Cards, he must lay them down to be cut by the Person

Of OMBRE, by THREE. 13

son on his Left Hand, and then deal, by giving first to the Person on his Right Hand.

This Way of Dealing is peculiar to this Game; at all other Games you begin at the Left.

The Dealer is to give three and three round, till he has dealt nine a-piece. Observe, That if he should, by Mistake, or otherwise, give the Cards in any other Manner, he will be obliged to deal again.

When he has thus dealt, there will be thirteen Cards left, which he is to lay down at his Right Hand. If you should all *pass*, (which often happens) then every one is to lay down a single *Counter*, and the next Person deals.

The *Counters* laid down for your *Passes*, are not to be mixed together; but every one lays his own just before himself: The Reason of this is, that if there be any wanting, it may be decided without disputing, who has omitted laying down.

Suppose the Person at the Dealer's Right Hand, that is, the Eldest Hand, has a good Game, he asks this Question, *Do you give me Leave, or do you play without taking in?* If they have bad Games, they answer, *Pass*.

Then he discards two, three, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he serves himself with as many Cards from

from thence as he has laid out; then laying his *Discard* at his Left Hand, where the Pack lay before, he places the Remainder in the middle of the Table, still remembering to name the Trump before he takes in.

The Meaning of this Formality is, that whenever the Cards lie at a Man's Left Hand, you know by that, he is to play first, and to be the next Dealer.

If in dealing the Cards, there happens to be one *faced*, the Dealer is to go on without Interruption; unless it happens to be a *Black Ace*, in which case he is obliged to deal again.

But if the Dealer should *turn* one of the Cards, then it is at the Choice of him it belongs to, either to receive it, or make him deal again; unless it is a *Black Ace*, then it is a Rule that the Cards must be dealt again.

If there happens to be a great many Cards *faced*, they must be dealt again.

If the *Ombre* plays *Sans-prendre*, and there happens to be a Card *faced* in the Stock, the Deal is to go for nothing.

If the Dealer should give ten Cards, either to himself, or any one else, he must deal again, if they demand it.

But it is different in respect of the other Two; for they may play, tho' they have ten Cards dealt them, provided they declare it before they *take in*. In which case they are obliged

obliged to *lay out* one Card more than they *take in*; for if they have ten Cards after they have *taken in*, they are *Beasted*, and so they must be likewise, if they should *take in* without declaring they have ten Cards.

As to those who *pass* with ten Cards in a Hand, it is differently played; with some it is a *Beaste*, with others it is not.

When a Man at the sight of his Cards sees nothing good in his Hand, he is apt to examine no farther; therefore I think it a little severe to be *Beasted* only for not discovering one's Cards.

The *Spaniards* play it with so much Severity, that if a Man should say, *I have ten Cards, I pass*; he is *Beasted*; but We play more tenderly, and I think it is the most equitable Way; viz. a Man is never *Beasted*, unless he has ten Cards after he has taken in.

If the Person who has ten Cards dealt him, has a mind to play *Sans-prendre*, he must shuffle his Cards, and one of the Company shall draw out a Card at Hazard, and put it amongst those which they discard.

The Rules we have laid down for ten Cards, are the same with eight, because the Reason is the same.

He that has but eight Cards, and would play *Sans-prendre*, must with eight Cards win enough for his Game: If he *takes in* with eight Cards, he may take in one Card more than he lays out.

The

The Manner of playing Solo, or Sans-prendre.

TO play *Solo*, or *Sans-prendre*, is to play without *discarding*; for this you must have a Game by which you may propose to win five Tricks.

If the *Ombre* wins his Game when he plays *Sans-prendre*, he is to receive three Counters a-piece from each of the others.

If he loses it, he must pay Them three Counters a-piece, for in all Things there must be an Equality between the Loss and the Gain.

Observe, that the *Sans-prendre* and the *Matadores* must be asked for, before the Cards are Cut, for the next Deal; for after that, no Demand can be made.

But it is otherwise concerning the *Beaste*, which may be demanded at any time, while you are playing the next Deal.

The Meaning of this is, that the *Beaste* belongs to the Board, and the others are paid immediately to the Gamesters.

If it be the Eldest Hand that plays *Sans-prendre*, he only names his Trump, and the rest make their Discards, as we have said before. If he has an infallible Game, as, for Example, five *Matadores*, he may shew them upon the Table, and that is sufficient, without naming the Colour.

If

If the Eldest Hand should ask the Question, *Do you give me Leave?* and one of the others intending to play *Sans-prendre*, answers, *No, you must do more*; in this case he is not allowed to discard, but still has the Preference of playing *Sans-prendre*; as being first.

But if the Eldest passes *Sans-prendre*, he who answered him is obliged to play so.

If one should name his Trump without first having asked Leave, he shall be obliged to play *Sans-prendre*, tho' he did not intend it.

But this Severity does not reach to the Youngest Hand, because the other two must pass, before it is his Turn to speak.

If before the Eldest Hand has spoke, either of the other Two should discard, and without asking Leave, name a Trump; if he has not seen his Cards, the Eldest Hand may oblige him to play *Sans-prendre*, or keep his Preference of playing so himself; or else ask Leave, as he shall think fit: If he has seen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the Eldest Hand must not lose his Preference.

The Manner of Discarding.

WHen the *Ombre* plays *Sans-prendre*, it is very easy for the other Two to discard: He that is first may take eight or nine; but those that understand the Game take care to discard so that the Game should not be divided.

Therefore when the *Ombre* does not play *Sans-prendre*, he that discards next to him, ought not to go to the Bottom of the Cards, unless he has a *Matadore*, or else some strong Trumps, with Kings.

What I mean by going to the Bottom, is, that he ought to leave at least five Cards to him that takes last; otherwise he will spoil all, by dividing the Trumps, which is a sure Way of giving the Game to the *Ombre*.

Then, it lies upon the Discretion of him who discards next to the *Ombre*, to judge whether he has a Probability of winning three or four Tricks; otherwise, he should leave five Cards to the last, as I have said before.

Therefore I do not think a *Matadore*, without any other Trumps, or Kings, a Pretence for taking in a great many Cards:

When this happens, the five Cards should be left to him who is to discard last.

It is to be considered, that the two who play

play against the *Ombre* are in the Condition of Partners at Whisk, and are to assist each other all they can.

I said before, that he who goes to the Bottom of the Cards shall propose to win four Tricks; I do not mean by this, that he should have four, as sure Tricks, as if he were *Ombre*, for that scarce ever happens: All that I mean, is, if he has a good Appearance; for the Third Person is to assist him in making the *Gano* of his Kings, and forcing the Trumps of the *Ombre*.

If the *Ombre* does not play *Sans-prendre*, he discards first, the Person upon his Right next, and so the third; if he plays *Sans-prendre*, the Discard is to begin at the Right, and so on.

In discarding there is no Regard had to the eldest Hand; but after the *Ombre*, it goes on to the Right.

The *Ombre* should be very attentive in observing how the others discard, and remember which of them takes in most Cards, for he may judge by that where the Strength of the Game against him lies: In this case, if he finds he is not strong enough to win five Tricks, he must endeavour to give Two Tricks to him whom he judges the weakest of the Two.

If after they have all taken in, there should be a Card left, he who discarded last may see it,

If he pleases; in which case, all the rest have the same Liberty: But if he does not, and either of the other Two should look at it, that Person is Beasted: *stobd bid I*

If one of the Gamesters should take in a Card more than he lays out, he is not Beasted for this: If he has not looked at his Cards, he is to return the last Card. *O stov*

If they are mixed with the rest of his Cards, one of the other Two shall draw a Card at Hazard out of his Game, and put it into the Stock. *stobd bid I*

If he should take one too few, It is much the same thing; if the Stock is still upon the Board, he may take a Card; if they are all taken in, he must draw one by chance out of the Discard. *no of bid*

In discarding there is no regard had to the either hand; but after the Owe is

The Manner of Playing the Cards. *2009*

WHen all have *discarded*, the eldest Hand plays first. After that, whoever wins the last Trick, plays next; as it is practised at all other Games. *do in winnsa wov ed blvnd swd O bid T*

And as I observed that you deal at this Game contrary to all other Games, you play so too; the Play always takes its Course from the Right. *the Game game O bid T*

If you have not a Card of that Suit which leads, you are not obliged to play a Trump; but *low T bid T*

but you may do it for the Convenience of
our Game.

When one of those that defend the Stake
demands *Gano* of his Comrade, he ought to
give it, if he can.

The meaning of *Gano* is, I *Win*; or, *Let*
pass; so that he who demands *Gano*, may
be supposed to have the best Game, and
the other should pass the Trick to him.

For Example; if the *Ombre* should play
Spade, and one of those that defend the
Stake should play the Queen, and say *Gano*;
or *Gano del Re*, his Comrade ought not to
play the King; but in this case he ought to
have a small Spade in his Hand, otherwise
he must play the King, upon the pain of
being Beasted.

If after one has called *Gano*, his Comrade
seems to hesitate, or make a Difficulty of
it; he may call to him three times very ear-
nestly, *Yo Gano si se puede*; which is, *You must*
give me have it if you can.

It must be observed, that the Formality
of the Game is such, that no Terms must
be made use of but these; all Words that
are equivalent are forbid: But *Gano* must
never be demanded, but to defend the
Stake; for he that should call it with a de-
sign to win *Codille*, would in *Spain* be thus
answered, *No se deve por Dios*; i. e. *It is not*
to be played over again, by G—.

When

When one of those who defend the Stake raps his Hand upon the Board in delivering his Card, it is to be understood as a Signal to his Comrade to play a high Trump to force out the Ombre's Trumps. *Note*; That this is not held unfair, for the Game allows it.

Formerly, if a Man played out of his Turn, he was Beasted; but at present it is not so, unless it be so agreed.

If you should separate one Card from the rest of your Game, so that the Ombre should see it; he may, if he pleases, oblige you to play it; provided that in playing it you do not make a *Renounce*.

As it is of great Consequence in this Game to know the Number of Trumps, and how many are out; every one has the Liberty of examining his own Tricks, and those of others: This is permitted on all Sides, as often as any shall think fit, though there be no Trump played.

If the Pack should not be true, the Game goes for nothing, if it be discovered in playing the Cards; but if it be not found out till after the Game is played, it stands good.

Of the BEASTE.

THE *Beaste* is made whenever he who undertakes the Game (that is to say, the *Ombre*) does not win.

To win the Stake, the *Ombre* ought to make five Tricks.

Except five Tricks are divided betwixt his two Opponents; that is, when one wins three, and the other two; in this case four Tricks are sufficient.

He is likewise *beasted*, who plays with more or less than nine Cards.

A Man is *beasted* that makes a *Renounce*; but it is not a *Renounce*, when one by Surprize has thrown down a wrong Card upon the Table: Even when the Person who wins the Trick, has played again for a second Trick, if he has not folded up the first, he who played wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he must submit to the *Beaste*.

When one finds out that another has *Renounced*, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the *Renounce* began.

But if the Deal be finished, the Cards must not be played over again. Who-

Whoever *Renounces* several times in a Deal, suffers a *Beaste* for every *Renounce*.

All the *Beastes* that are made in one Deal, must lie together upon the Board, and be played for the next.

If one should be *beasted* for playing with ten Cards, and the *Ombre* for not winning his number of Tricks; these are two *Beastes*, which, with the Stake upon the Board, make three Stakes; and they are to be laid together, and played off the next Deal, unless they are separated by Agreement.

He who makes many *Beastes* in one Deal, may put them all to one Stake, if he pleases, and the others cannot hinder him.

He who in taking his Cards from the Stock, should, by letting a Card drop, or otherwise shew one, is *beasted*.

Observe, that all *Beastes* which are made, of what Nature soever, must be of the same Value with that which the *Ombre* is to take up, if he wins, whether it consists of one, two, or more Fishes: Therefore those Gamesters who play with Caution, take care not to suffer by Oversight; and after they take in the Cards from the Stock, always tell them before they look at them, lest they should have more or less than Nine.

Observe also, that the Tricks may be variously divided, according to which, One either saves, or makes a *Beaste*.

There

There are but two ways for the *Ombre* to win, which we have spoke of already: Now we are enumerating how many ways he may lose, or be *Beasted*.

When the Players win three Tricks a-piece, the *Ombre* is *Beasted*; and this is what is called the *Remise* by Three.

When the *Ombre* wins four Tricks, and one of those that Defend four Tricks, the *Ombre* is likewise *Beasted*; and this is also called, *Remise*, *Risposte*, or *Repueste*.

Therefore he who Defends the Stakes, and has not a Game by which he may almost depend upon winning at least three Tricks, should avoid winning above one; but assist his Comrade in getting four Tricks, in order to *Beaste* the *Ombre*.

When there are many *Beastes* upon the Board, that which was laid down first, is to be taken up first; afterwards, that which is of the highest Value.

When the *Ombre* makes but four Tricks, and one of the Defendants five; or when the *Ombre* makes but three Tricks, one of the others four, and the third two, the *Ombre* is *Beasted*; and he who wins more Tricks than the *Ombre*, takes up the Stake: And this is what is called winning the *Codille*, of which we shall treat by it self.

Of the Codilla, or Codille.

THE *Codille* is, when one of those who Defend the Stake wins more Tricks than the *Ombre*; in this case the *Ombre* is not only Beasted, but he who wins *Codille*, takes up that Stake which the *Ombre* played for.

He who aspires at *Codille* should play with Honour, and, as I observed before, never demand *Gano*, when he is sure of winning four Tricks; but as there is no Penalty in this case, all the Defence we can have against such People, is to play with them no more.

If the *Ombre* should demand *Gano*, tho' it were to hinder the *Codille*, he is Beasted.

Some, as soon as they have discarded, and seen the Cards they take in; if they find a very bad Game, will give it up, and yield themselves Beasted, in order to prevent the *Codille*: But this does not seem fair; and as it is not any Part of the Game of *Ombre*, there is no Rule provided in this Case: However, it is never done among those who would value themselves upon their good Manners.

Therefore in Honour, I think there is but one way of disappointing a *Codille*, and that is by good Play.

When

When it happens that one of the Gamesters by his Play may either give the *Ombre* his Game, or give the other the *Codille*, he should chuse rather to give the *Codille*, and let the *Ombre* be Beasted: The Reason is, that when the *Ombre* wins, he robs the Board of the Stake; but in the other case, he lays one down, for that which the *Codille* takes up.

If he who aims at *Codille*, should call *Gano* at his fourth Trick, when he is sure of a fifth, he ought not to draw the Stake; and upon such Occasions, I have often seen when it has been left; but, as I said before, there being no Law for it, it depends upon the Honour of the Gamesters.

The Manner of Marking at this Game.

I Have observed before, that a *Fish* is generally valued at *Ten* Counters, or sometimes *Twelve*, just as the Gamesters please; but this Variety can never puzzle any Person. There are likewise other Degrees of Counters, some of which are valued at three Counters, some six, &c. which are contrived for the greater Ease of paying at Play; but we shall only speak of the *Fishes* and Counters here, for it is but seldom that any other Sort are used at this Game.

When you begin to play, every one is to stake a *Fish*, placing it just before him; these are *Three* Stakes, which are to be played for at three Deals: As for Example; when the *Ombre* wins his Game, he takes up a *Fish*; if the *Ombre* wins a second Game, he takes up another; then there remains one upon the Board; the Person who is *Ombre* the third time, though he wins his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two to lay down a *Fish* each, without laying down himself; so that it may be said, he plays upon the Prospect of a future Gain.

But now we will suppose it another Way; as for Example, if he that is first *Ombre* should be *Beasted*, then he is to lay down a *Fish*, which he is to place a-cross one of those that lay upon the Board before: Then it is called a double Stake, and will appear in this Manner.



So if there should be *Three* successive *Beastes*, there will be as many double Stakes, which must be all crossed as this above.

Whenever the *Ombre* plays for a double Stake, if he loses his Game, he is doubly *Beasted*.

When

When several *Beastes* happen in one Game, we have given Directions already how they are to be disposed of.

You must observe, that the single Stakes must be played off before the double ones, in regard they were first laid down.

When all have examined their Cards, and no-body undertakes the Game, that is, when all pass, every one must lay down a single Counter, and this as often as all pass.

When the *Passes* increase, and every one has a Number of Counters before him, so many of them must be put together as will make a Stake, either *Ten*, or *Twelve*, according to the Value of a *Fish*; and this is to be done as often as the *Passes* increase to a Number sufficient for a Stake.

Of the VOLE.

WHEN one Person gains all the *Nine* Tricks, it is called winning the *Vole*.

The Advantage of winning the *Vole*, is, that he who is so happy as to gain it, sweeps the Board, let there be ever so many Stakes upon it.

But suppose there is but one Stake upon the Board, either double or single; in this Case, he who wins the *Vole*, gains double what lies upon the Table.

As for Example; if there be a Stake of two *Fishes*, and two Counters before each Player, which were laid down for the *Passes*, each of the other two shall pay him who wins the *Vole*, one Fish and three Counters, which makes the Stake upon the Board double: But, as I said before, if there be more Stakes than one upon the Board, he who wins the *Vole* must be content with them, without receiving any thing from the other two Gamesters.

If many *Beastes* were made in one Deal, which by Consent, or by him who made the last *Beaste*, are put together, this is but one Stake, and he who wins the *Vole*, shall have it made up double to him by the other two, as was hinted before.

It is very difficult to win the *Vole*, and therefore it should never be undertaken but upon a very good Title; for he who once engages in it is obliged to go forward.

When the *Ombre* has won his five Tricks, and plays down one Card more, without saying any thing, he engages for the *Vole*; in this Case his two Adversaries have their Liberty of shewing each other their Game, and consulting how to defend it.

If he who undertakes the *Vole* should miscarry, the other Two shall divide between them what lies upon the Board, but he shall pay them nothing; on the contrary, if he plays

plays *Sans-prendre*, or has *Matadores* in his Hand, he is to be paid for them, though he does not take up any thing.

What I have said concerning the Advantage of winning the *Vole*, is not always fixed, for sometimes it is a great deal more; but that depends upon the Humour of the Gamesters, and according as they agree to it before they begin to play.

Of the Continuance of the Game.

AS this Game requires a great deal of Application, it is necessary to set some Limits to the *Continuance* of the Play; therefore the Gamesters generally agree beforehand how many *Tours* or Stakes they will play for, as ten, twenty, thirty, forty, more or less: After which, if any of them be disposed to leave off, he may throw up the Cards without Offence.

Every Stake you play, you set aside a Counter to mark the *Tours*, and so on, till they amount to the Number you agreed to play; but you must observe that a *Codille* is not to be marked as one.

After you have played your Number of *Tours*, you may go on to the first *Beaste*, and this is often practised; but if any of the Gamesters should refuse this, you have no Reason to complain of him. C 4. If

If one of the Gamesters, thro' Peevishness, or for any other Cause, should throw up the Cards, before the *Tours* agreed upon are played out, he is obliged to pay, not only his own Losings, but likewise what either of the others lose, and the Cards.

These Rules are always practised among Persons of Honour; but when a Man finds himself engaged with two Sharpers, it will be no Wonder if he meets with other Usage.

The different Games that may be Played.

Nothing puzzles Beginners so much, as to know when they may venture to *play*, and when they should *pass*. To remove this Doubt as much as we can, I have marked down here all the small Games which a Man may venture to play.

The general Rule is, that to undertake the Game, a Man should have three sure Tricks; for the most that can be expected from taking in three or four Cards, is to win two Tricks more; and, as I have before observed, for the generality you must have five Tricks to win.

But when a Man is perfect Master of the Game, and can by his Address manage it so as to divide the Tricks between his Adversaries, he may venture to play a bold Game.

Here

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Here follows a *Detail* of the smallest Games that can be played: We will begin with the black Colours, *Clubs* and *Spades*; but I should first observe to you, that with the Three *Matadores* you are always to play in any Colour, therefore it is needless to mark them down as a Game.

GAMES which may be played in BLACK.

I.

Manille, the Duce.
Basto, Ace of Clubs.
King.
A small Trump.

II.

Spadille, Ace of Spades.
Basto, Ace of Clubs.
King.
A small Trump.

III.

Spadille, Ace of Spades
Manille, the Duce.
King.
A small Trump.

IV.

Spadille, Ace of Spades
Manille, the Duce.
1 Trump.
2 Trumps.

V.

Spadille, Ace of Spades
Basto, Ace of Clubs.
Queen.
Seven.

VI.

Manille, the Duce.
Basto, Ace of Clubs.
Queen.
1 Trump.
2 Trumps.

C 5

VII. *Spa-*

VII.

Spadille, Ace of Spades
King.
Queen.
Knave.
Seven.

VIII.

Manille, the Duce.
King.
Queen.
Knave.
Seven.

IX.

Basto, Ace of Clubs.
King.
Queen.
Knave.
Seven.

X.

Manille, the Duce.
Basto, Ace of Clubs.
Seven.
Six.
Five.
Four.

XI.

King.
Queen.
Knave.
Seven.
Six.
Five.

XII.

Spadille, Ace of Spades
King.
Five.
Four.
Three.

There are many other Games upon the Cards, but it is impossible to enumerate all: However, by these you may judge what Games you may venture to go upon.

Take Notice, that all the Cards I name must be of the same Colour, except the Black Aces.

Observe,

Observe, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a small Trump.

GAMES which may be played in RED.

I.

Spadille, Ace of Spades
Manille, the Seven.
Punto, Ace of Trumps
in Red.
1 Trump.

II.

Basto, Ace of Clubs.
Manille, the Seven.
Punto, Ace of Trumps
1 Trump.

III.

Spadille, Ace of Spades
Basto, Ace of Clubs.
Punto, Ace of Trumps
1 Trump.

IV.

Spadille, Ace of Spades
Manille, the Seven.
King.
Queen.

V.

Spadille, Ace of Spades
Manille, the Seven.
Knave.
Three.
A King.

VI.

Spadille, Ace of Spades
Basto, Ace of Clubs.
King.
Queen.
Knave.

VII.

Basto, Ace of Clubs.
Punto, Ace of Trumps
King.
Queen.
Knave.

VIII.

Manille, the Seven.
Punto, Ace of Trumps
King.
Queen.
Knave.

IX.	X.
<i>Manille</i> , the Seven.	<i>Manille</i> , the Seven.
<i>Basto</i> , Ace of Clubs.	<i>Basto</i> , Ace of Clubs.
<i>King</i> .	<i>Knave</i> .
<i>Queen</i> .	<i>Duce</i> .
1 Trump.	<i>Three</i> .
	<i>Four</i> .

XI.	XII.
<i>Spadille</i> , Ace of Spades	<i>Note</i> , That the Directions we have given for playing in <i>Black</i> , are the same in <i>Red</i> ; but with this Difference, viz. As there are more Trumps in <i>Red</i> than in <i>Black</i> , your Game should be something better when you play in <i>Red</i> , because there are more against you.
<i>Basto</i> , Ace of Clubs.	
<i>King</i> .	
1 Trump.	
A <i>King</i> .	

ence, viz. As there are more Trumps in *Red* than in *Black*, your Game should be something better when you play in *Red*, because there are more against you.

Observe, that the Games we have marked here, are the smallest that can be played upon the Cards. There are an infinite Number of good Games, which we think needless to reckon up, because we suppose nobody will hesitate at a good Hand.

You should observe likewise, that you must have a better Game when you are to play second, than if you were to lead, or play last; for when you are thus hemmed in, you

you will find it very hard to disengage yourself, unless you have a good Game. This Disadvantage you will soon find out by a little Play.

Thus we have drawn you up a Set of Games that may be played with discarding; now we shall shew another Set, which may be played *Sans-prendre*.

Games in BLACK, which may be played, *Sans-prendre*.

I.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
 King.
 1 Trump.
 A Renounce.

III.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
 King.
 Two Kings.

V.

Basto, Ace of Clubs.
Manille, the Duce.
 Queen.
 Knave.
 Two Trumps.
 King.

II.

Spadille, Ace of Spades
Manille, the Duce.
 Queen.
 Knave.
 Two Kings.
 A Renounce.

IV.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
 Three Trumps.
 A Renounce.

VI.

Manille, the Duce.
Basto, Ace of Clubs.
 King.
 Three Trumps.
 A Renounce.

VII. *Basto*,

VII.

Basto, Ace of Clubs.

King.

Queen.

Knave.

Seven.

Six.

A King.

VIII.

King.

Queen.

Knave.

Seven.

Six.

Five.

A King.

IX.

Spadille, Ace of Spades

King.

Queen.

Seven.

Six.

Four.

A King.

X.

Manille, the Duce.

King.

Queen.

Knave.

Seven.

Four.

A King.

A Renounce.

Games in RED, which may be played,

Sans-prendre.

I.

Spadille, Ace of Spades

Manille, the Duce.

Basto, Ace of Clubs.

3 Trumps.

A King.

II.

Spadille, Ace of Spades

Manille, the Duce.

Basto, Ace of Clubs.

King.

1 Trump.

A King.

III. *Spadille*,

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III.

Spadille, Ace of Spades
Manille, the Seven.
Punto, Ace of Trumps
Queen.
 1 Trump.
 A King.

IV.

Manille, the Seven.
Basto, Ace of Clubs.
Queen.
Knave.
 2 Trumps.
 A King.

V.

Basto, Ace of Clubs.
Punto, Ace of Trumps
 3 Trumps.
 A King.
 A Queen guarded.

VI.

Punto, Ace of Diamonds.
King.
Queen.
Knave.
Duce.
Three.
Six.
 A King.

VII.

Manille, the Seven.
Basto, Ace of Clubs.
Punto, Ace of Trumps
 3 Trumps.
 A King.
 A Renounce.

VIII.

Spadille, Ace of Spades
Punto, Ace of Diamonds.
King.
Queen.
 2 Trumps.
 A King.
 Queen guarded.

A Good Player will venture to play upon a weaker Game when he is to lead, of play

play last, than when he is second, as I observed before of Discarding.

Now I have laid down every Rule of *Ombre*; but notwithstanding all my Directions, let a Person play with ever so much Judgment and Caution, he will often find himself disappointed in his Game; for Fortune will have a Hand in Small Things, as well as Great, so that it is not to be expected that the best Gamesters shall always win; you may lose upon a very good Game, when all the Trumps that are against you fall into one Hand; on the contrary, when they happen to be divided, you may win a very small Game. I once saw a very good Player lose a Game with four *Mata-dores* and three *Kings*: You will imagine the Cards must be very strangely disposed; for it happened that the Eight Trumps which were against him (I say Eight, for he played in *Red*) were all in one Hand; so that his *Kings* being all *trumped*, he won but four Tricks.

As there are frequent Disputes arise at *Ombre*, and People are seldom satisfied with the Judgment of the Standers-by, I have subjoined a Table of all the Rules and Articles of the Game; which will decide Disputes very impartially.

I shall now speak of the different Sorts of *Ombre*.

Of

Of La Espadilla por Fuerca, *that is*, Force Spadille, or Espadille Forcé.

THis Manner of playing at *Ombre* may be diverting enough where People do not play for any thing, because *Beastes* happen almost continually, and the *Codille* is often Won when it is least expected; but where People play for Money, it is quite different: For *Ombre*, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance; and Conduct can be of no Use to a good Player, who finds *Spadille* in his Hand very ill attended.

It is played like the Game at *Ombre* we have described; every one speaks in his Turn, and if all *pass*, then he who has *Spadille* in his Hand is obliged to *play*, let his Game be ever so bad; therefore when the others have passed, he has nothing to do but to name his Trump, and to Discard.

But he who has *Spadille* may *pass*, to see if either of the other Two will put him out of his Pain, and *Play*; if they do not, he must *Play*, as is said before.

When all *pass*, and no-body owns *Spadille*, the Cards that are left must be examined; and if it be not in the Stock, it must be in some Hand: In this Case, he who has it, and did not own it, incurs a *Beaste*, and the Deal

Deal is not to be played, because the Cards were seen.

This is all that can be said of this Sort of *Ombre*, which is seldom played for Money, because indeed it spoils the Game.

Of GASCARILLA, or GASCARILLE.

THIS is a new Way of playing at *Ombre*, and is seldom practised but where People play for Trifles. The Method of it is thus: When all have passed, one Person declares to play *Gascarille*; then that Person lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the strongest.

Sometimes he who plays *Gascarille* lays out all nine; and observe, that he is obliged to lay out at least eight.

If he wins his Game he is to receive three a-piece for *Gascarille*; if he loses it, he pays them three a-piece.

He pays, or receives, for *Matadores*, as at the other Games of *Ombre*.

Of the WHIM.

THIS is another odd Way of playing at *Ombre*, and seems to be invented for variety sake; it is thus:

When all have passed, one declares to play the *Whim*; that Person is to turn up the Top-Card of the Stock, and whatever suit that happens to be of, is his Trump, and he is obliged to abide by it.

Then he Discards, and takes in what Number he pleases, and the Card turned up must be one of them.

The Person who plays thus, if he wins his game, receives nothing for playing the *Whim*, nor pays any thing if he loses it.

He pays, or receives for *Matadores*, as the other Games of *Ombre*.

Of Quadrille, Quintille, and Single
Ombre between Two.

THE *French*, ever fond of Novelty, and equally fickle in their Dress and Divisions, have inoculated several Cyons upon the *Spanish* Root of this Game of OMBRE.

QUADRILLE; or *Ombre* by FOUR, varies from *Ombre* by THREE, in having all the forty Cards dealt out; to each Person ten a-piece,

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a-piece, thus: Twice *Three*, and Once *Four*; or Once *Four*, and Twice *Three*, as the Dealer pleases; but the Cards must not be dealt out *One* and *One*, or *Two* and *Two*, as some raw Players irregularly practice.

If any Card whatever be *turned*, the Deal is lost, because no *Discarding* is allowed in this Game.

There is no *Forfeit* upon *losing* the Deal, the Dealer being only obliged to deal the Cards over again. *Quadrille*, in most Respects, follows the Laws and Rules of the other Kinds of *Ombre*, excepting one Variation, called, *Au Roy rendu*, (*the King given up*,) which is, that the Person who has the *King* that was *called*, is at Liberty to surrender his *Majesty* to the *Ombre*, who in return must give him another Card out of his Game.

There are some Persons who will play at this Branch of *Ombre*, by dealing out Ten Cards a-piece, between *Three*, and this, in downright-*Irish*-Phraseology, they call *Three-banded-Quadrille*; which in plain-*English* is *Four-banded-Ombre* played by *Three* Persons. But this silly Manner rather deserves our Ridicule, than any other Notice.

It is a Game of very little Entertainment, and cannot be at all agreeable to those who understand three-handed *Ombre*: It is however proper enough to give an Idea of the Game

Of OMBRE, by THREE. 45

Game of *Quadrille*, to those who are desirous of learning it.

This Game is disadvantageous to the *Ombre*, who has always two Adversaries to contend with. It is seldom or never played, but when a Fourth to make a Match at the genuine *Quadrille* is wanting, the *Laws* and *Rules* of which it observes in all Points, except in the following Particulars which are peculiar to This.

I. To play this Game, no more than thirty Cards are used: One of the whole *Red Suits* must therefore be laid aside, it matters not which of them; and the *Ombre*, whether he plays *Sans-prendre*, or calls a King, must, to win, make 6 Tricks; if he makes but 5, it is *Remise*; and he loses *Coquille*, if he makes but 4, or less.

II. The Game is *marked* and *payed* as at *Quadrille*, but the *Beaste* is of 14 Counters, tho' there are but 13 down.

III. He who plays by *Calling* a King, having first named the Trump, *Calls*, or indeed, rather *Demands*, whatever King he judges most convenient for his Game; and one of his two Adversaries who has it, is obliged to deliver it to him, and to take in lieu thereof whatever Card the Receiver thinks fit to give him, and which the third Player is free to look upon; with this Assistance the *Ombre* must make six Tricks,
or

or lose. The Law is the same in regard to him who is *forced* to play with *Spadille*, the others having passed.

IV. It is not permitted to name for Trumps the Suit that is laid out; for if that was suffered, with *Spadille* alone, and Kings, Queens, &c. any one might make the *Vole*, without the Defendants being able to oppose it.

In every other Respect this Game follows the Laws of *Quadrille*, to which Recourse must be had for all Accidents that may intervene.

We next come to *QUINTILLE*, or *Ombre* by *Five*, from whence *Quadrille* has its Original. It is very entertaining when well played. I shall give an Account of the Manner how this Game was played at first and then proceed to the present New Method, as it is brought nearer to *Quadrille*, which is also rendred much more agreeable and amusing than formerly.

In playing the Old *QUINTILLE*, no *Fishes* are given out: Each Player only takes 20 or 30 *Counters*, which are valued at 5, 10, 15, 20, or 30 Pence a-piece; in a Word what they please themselves, according to the Agreement they make when they begin the *Party*.

They draw the *Places*, and when they have seen who is to *deal*, every one lays down

down a Counter before him, and has 8 Cards *dealt* him, and no more; which is the usual Way of *dealing* at this Game, there being no Cards left, and by consequence no *Discard* to be made.

The Manner of speaking and beginning to play, is the same as at *Quadrille*, or *Ombre* played by *Four*; and to win, *Five Tricks* must be made.

He who plays *Sans-prendre* must name the Trump, and, to win, must make five Tricks: If he wins, he has two *Counters* paid him for the *Sans-prendre*, by each of the Defendants, and as much for each of the three *Matadores*, if he had them; but should all his eight Cards have been *Sequents* of *Matadores*, he must expect no more.

If several *Beastes* are at once upon the Board, and he who plays *Sans-prendre* makes the *Vole*, he has no more than what is down, and two *Counters* from each of the Players.

If there are only single Stakes upon the Board, he who plays *Sans-prendre* and wins, of the five *Counters* that are down, besides his Due for the *Sans-prendre*, draws only two of the *Counters*, and by consequence there remain three.

Whoever of the Players, except the youngest Hand of all, plays, after having asked, *Does any body play?* and is answered,

No,

No, he must name the Trump, after which, he may call to his Assistance any King, except that of Trumps.

He who has the King which has been called, assists the *Ombre*; and if between them they make five Tricks, they have jointly won, and the principal Player, that is, the *Ombre*, takes up two of the three *Counters*, and the *Friend* one. When the *Counters* happen to be even, they equally divide them.

It is *Remise* when the *Ombre* and the auxiliary King make but four Tricks between them: In such case the first puts down two *Counters*, and the other one.

They lose *Codille*, if they make but three, and in this Case the other three Players have Right to take up each of them one *Counter*.

The Laws of this five-handed *Ombre* appoint, that the four eldest Hands having passed, the fifth, let him have ever so bad a *Game*, is obliged to play, calling however a King to his Assistance.

If *Codille* is won, and there are four, or five *Counters* down, each of the Three who defended the *Game* are to take up one: By consequence there are either one or two remaining upon the Board. If there is but one, it belongs to him who has the highest Trump; if two, the other is for him, of the two remaining Defendants, who has the next best Trump.

If

If *Codille* is lost the first Time, the *three* Defendants, who win it, take up, each of them, a Counter, and the remaining *two* are to be played for in the following *Deal*.

If the *Ombre*, having called a King, happens to win the *Vole*, he receives two *Counters* from each of the Defendants; and if the Number chances to be odd, the auxiliary-King has one.

It may sometimes happen that there are more to be divided by Reason of the *Beestes* that have been made; in such Case, the *Ombre* and the auxiliary King equally divide the Spoil; and if the Number is odd, (except in Case of the *Vole*) the odd one belongs to the *Ombre*.

In this five-handed *Ombre*, he, who undertakes to play the *Vole* and miscarries in his Enterprize, incurs no Penalty, having nothing to pay to the other Players.

He, who is *beefed*, lays down as many *Counters* as he should have taken up, had he won the Game.

The *Matadores* are to be paid for, only when they are found in one Hand, and the auxiliary-King has no Share in that Payment when they were in the *Ombre's* Hand; to whom they are to be paid.

If, on the contrary, they are in the auxiliary-King's Hand, they are to be payed to him; but if the *Ombre* and the *Friend* are

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beefed

bested, he of the two, who had the *Mata-dores* in his Hand, is to pay them to the rest, except to his fellow Loser. This Law is to be understood in the same Sense when they win jointly.

The pleasantest and most diverting Part of this Game, is, Concealing the *King* the *Ombre* has called; inasmuch as the *Ombre* is all the while in Pain, and at a Loss to know what he has to do, and very often gives the Advantage to his Adversaries, imagining he does it to his *Friend*.

For wrong *Dealing* there is no Penalty; the Cards must only be shuffled and dealt over again.

These are the Rules of the *Old Quintille*. We next come to the *New Quintille*, which is now brought as near as possible to the Laws of *Quadrille*. The first Thing we are to take Notice of, in laying down the Rules of the *New Quintille* is, that it follows the Laws of *Quadrille* in every Point, except where there is a Necessity of deviating from them. So that it shall suffice, with the Laws, which are peculiar to it, to mention some Rules abstracted from *Quadrille*, by Reason that they are wholly contrary to the *old Manner* of playing this Game.

Of the NEW QUINTILLE. 51

The *Stakes*, *Marking*, and *Paying* the Game, are the same as at *Quadrille*.

When you have agreed upon the Value of each *Fish*, the *Places* drawn, and when it is known who must *deal*, the *Dealer* is to stake down one *Fish*, and each of the others one *Counter* for the Game, after which the *Dealer*, having caused the Cards to be cut by his left-hand Man, is to give 8 Cards a-piece, 4 at a Time, nor must he *deal* any other Way.

The Cards, being *dealt*, every one is to speak in his Turn, beginning at the *eldest* Hand. If any one has a Hand to be played with the Assistance of a *King*, he is to ask the *Question*, saying, *Does any Body play?* If he is answered in the Negative, he is to name the Trump and call a *King*, who in Conjunction with him, to win, must make 5 Tricks; and they lose it by *Remise* if they make but four, and by *Codille*, if they make less.

If they win, they are paid the *Rewards*, and the *Matadores*, in Case they had them; and if they lose, they equally pay the *Rewards*, and *Matadores*, if they had them, whether they are *beested* by *Codille* or *Remise*.

Observe that there is no mention made of paying the Game, as at *Quadrille*; because we said at first, that every one must

stake down, and by Consequence those who win must draw the *Stakes*, whether the *Ombre* alone, or with the Help of a King; or the Defendants if they won *Codille*.

The *Beeste*, and whatever else is to be paid, is done one half by the *Ombre*, and the other by the *King* his Ally; if in the Payment there happens to be an odd Counter, the *Ombre* is to pay it; as in the Winnings they divide equally, and the odd Counter falls to the *Ombre's* Share.

This Game is not so rigorous towards the *Ombre* as *Quadrille*, since he can never be *beested* alone when he calls a King, even if he makes but one Trick, but the auxiliary King is always to contribute one half.

If all the five Players have passed, and he, who has *Spadille*, is obliged to play, calling a King, he follows all the Laws of those, who play voluntarily.

In Regard to playing *Sans-prendre*, the Laws of *Quadrille* are to be observed in all Points; the other four Players being united against him, who plays *Sans-prendre*; who, to win, must alone make 5 Tricks; being *beested* by *Remise*, if he makes but 4, and by *Codille* if less than 4.

When he, who plays *Sans-prendre*, or calls a King he has in his own Hand, loses *Codille*, the four Players his Adversaries divide amongst them what was played for; and

and if there are any odd *Counters*, as it often happens, He of the *four*, who had the highest Trump takes up one, the second is for Him of the *three* others, who had the next best Trump; and if there are 3 odd *Counters*, the third is for Him of the remaining *two*, who had the best Trump; but in Case they had neither of them any Trump at all, it is let alone till the next Deal.

The first *Beeste* is always of 15 *Counters*, the second of 45, except the Game, in which the first *Beeste* was made, was won by *Codille*; in which Case the second is but of 30. In either Case you must add the Number of 15 for each *Beeste*, according as they are made.

The *Matadores* are payed all one as they are at *Quadrille*; it is indifferent whether they are all in the *Ombre's* Hand, or whether divided between him and the King his Ally, they part what is paid for the *Mata-dores*, as well as the rest of the Winnings.

The *Vole* is likewise paid, according as has been at first agreed upon, to those, who win it; and those, who jointly make it, are jointly to divide the Gain.

There is no *Risque* in undertaking the *Vole*, there being no Penalty for those, who undertake and miss it; nor is there any for those, who, undertaking to play, make the *Devole*; that is, are *flammed* by not winning one Trick, as it sometimes

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happens ; they are only obliged equally to pay the *Vole* to their Adversaries, still observing that the odd *Counter*, as it belongs to the *Ombre*, if he wins, must be paid by him when he loses.

He who calls a King, and makes not one Trick must be *Beefed* alone, provided that the auxiliary King makes any ; but if he likewise makes none, the *Beefte* must be equally paid between them.

The *Vole* draws no more than what was played for ; the Cards are cleared by a certain Number of *Counters*, as has been at first agreed upon, to be paid by each Player.

As to the *Renounce*, and all the rest, except in the foregoing Particulars, the Rules and Laws of *Quadrille* are observed.

It is the best Way for the *Ombre* to trump about as soon as he can, and likewise for the *Friend*, when the *King* that was called has appeared, or even before, if he can, the better to accommodate the *Ombre's* Game, that his *Kings* may pass, which otherwise run the Hazard of being trumped.

These Rules, make *New Quintille* much more entertaining than the *Old* Way of playing it, which is now quite out of Use, except in some petit *French* Provinces, where they likewise play *Quadrille*, almost after the same Manner.

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New DECISIONS on QUADRILLE. 77

New Decisions upon the Difficult Points
and Incidents which may happen at
QUADRILLE.

THESE new Decisions contain only
Part of the Laws of *Quadrille*, and are
neither unpleasant, or unnecessary, because
shew they the Reason of their Institution.

I. *Of the Deal.*] If in *Dealing*, any Card
happens to be *faced*, the *Deal* is lost. The
Reason is, that it is neither just nor equi-
table that any of the Players should lye un-
der the Disadvantage of having one of his
Cards known, which may prove prejudi-
cial, whether he plays *Sans-prendre*, with
an auxiliary-King, or defends the Stake.
Besides, the Law would not be equal, if
a *faced* Card belonging to one Player
should be received, and the *Deal* pass for
good, when, at the same Time, if a *se-*
cond should come to another of the Players,
and a *third* to another, the *Deal* would be
reputed false, and would pass for nothing;
and yet this second or third *faced* Card *dealt*
to different Players could produce no other
Effects to their *Game*, than the first *faced*
Card would do to his, to whom it had been
dealt. So, by Consequence, if for two or
three *faced* Cards occurring in a *Deal*, tho'

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in different Hands, the *Deal* is counted *foul*,
it is very reasonable that it should be like-
wise counted so, when there is one *faced*
Card.

It is not permitted to *deal* the Cards after
any other Manner than by 4 and 3 at a Time,
tho' some Players erroneously pretend that
every Player is at Liberty to *deal* as he
pleases; for since this Game follows, as
near as possible, the LAWS of OMBRE, at
which Game the Cards are not to be *dealt*
any otherwise than 3 at a Time, it is not
just to deviate from that LAW, which has
nothing in it but what is very reasonable,
and which is directly contrary to the Abuses
which might be introduced, had every one
the Liberty of *Dealing* according to his
Fancy, by some sharpening Players, thro' the
Knowledge they might have of the Cards
by marking them.

II. *The Method of Calling.*] As the Opi-
nion of some Players, who are for having
Him, who has the four *Kings* in his Hand,
pass, except he will play *Sans-prendre*, is
repugnant and contrary to the Liberty of
Quadrille; and it is but reasonable that it
should be free for him to play, either *cal-*
ling a *Queen*, or one of his own *Kings*; it
being generally received, that he who is
unwilling to run the Hazard of *Sans-prendre*,
may

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may call one of his own *Kings*, or any *Queen*, except That of *Trumps*.

Observe that, to call a *Queen*, you must have the four *Kings*; so that if you want the *King of Trumps*, notwithstanding you have the other three, you are obliged either to call one of those *Kings*, or to pass.

III. *The Manner of playing the Cards.*]

As Penalties upon the Faults committed in all Games, are imposed with no other View than to prevent the Abuses, which might be introduced by Sharping, it has been thought necessary to use Severity in Regard to the following Particulars; because it would be no difficult Matter to abuse them, if they were otherwise judged, or decided.

He who draws from his Game a Card, and presents it openly as if he was going to play it, is obliged so to do, if his retaining it can do the Game any Prejudice, or give any Knowledge or Intimation to the Friend, especially if it is a *Matadore*.

This Case equally regards the *Defendants* as well as the *Ombre* and the *Friend*.

He who plays *Sans-prendre*, or has called his own King, is not subject to this Law, by Reason that by discovering his Card he can reap no Advantage.

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He, who, not being *eldest* Hand, and has the *King*, which the *Ombre* called, shall trump about with *Spadille*, *Manille*, or *Basto*, or shall even lead out the *King*, which was called, to give Intelligence that he is the *Friend*, having other Kings in his Hand that he fears the *Ombre* should trump, cannot pretend to lay the least Claim to the *Vole*; nay, and in Case any indirect Meaning appears in his having so done, he ought to be *Beefsted*.

IV. *Of Mistakes and Accidents.*] The Liberty allowed in *Quadrille*, of looking over the Tricks each Player has before him, to see what has been played, may cause a Fault in two of the Players at once, the one in committing, and the other in occasioning it; which has occasioned that Point to have been decided after the following Manner:

He, who, instead of turning up the Tricks of any one of the Players, shall turn up his *Game*, which may be laid down before him, and shall look upon it, or cause it to be seen by the other Players, shall be *Beefsted*; together with him, whose *Game* he has discovered, each paying half the *Beefste*; the one paying for his Mistake and little Attention, and the other for his Negligence in leaving his Cards upon the Board, when he ought to have kept them in his Hand

Hand till the *Deal* was played out. The Establishment of this *Law* is by so much the more equitable, because it prevents several Abuses. *First*, the Snares and Baits, which might be laid for Those, who want to count the Cards, by placing the Game near the Tricks on Purpose to entrap them. *Secondly*, the knavish Designs of such, who, making as if they were going to see what had been played, should turn up the Cards of the other Players, which by Chance or Neglect they might have laid down before them.

V. Of *Renounces*.] He, who *renounces*, is not to be *Beefed*, even if the Trick is taken off the Board, in Case he recollects and perceives it before the Trick is turned down by the Person, who won it; but if it is turned down, he must be *Beefed*.

He is likewise *Beefed*, if the Trick be covered with another Card by the Person who won it; except he immediately recollects himself before the next Card is played; in which Case he may recover his Card, and must not be *Beefed*.

He does not *renounce*, who, having forgot the Trump, has been told by any Body that the Trump is in such a Suit, and who, having none of the Card which is Led, shall trump it with one of that

Suit he has been told was Trumps ; but he cannot take up his Card again, and the Trick must belong to him, who won it ; it being unjust to punish Honesty after the same Manner as one would Knavery, or what might look like such.

He, who, without asking what is Trumps, shall trump with a Card, which is not so, and shall have turned down the Trick, must be *Beefed*, if it appears, or may be suspected, that he did it with a fraudulent Design.

He, who renounces several Times in one *Deal*, if it is not perceived till after the Tricks are turned down upon the Board, is to be *Beefed* but once ; but if after he has been made sensible of the first, he is still shewed a second, and then a third, he must be *Beefed* for every *Renounce* he made, and he must take up all his Cards and play them over again, as they ought to be played ; and the other Players must observe to play their Cards as they played them before.

VI. *Of the Faults of discovering one's Game.*] The Fault of discovering one's *Game* is not the less considerable for its being common, since the Toleration thereof might introduce many Abuses.

It is not therefore permitted either to Those, who undertake to play, or to those who defend the Stake, to discover
their

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their Cards before the Game is won, by Reason that the *Friend* of him, who has shewed his Cards, may make his Advantage of it. So that he, who does it, must be *Beefed*.

This Case does not regard him, who plays *Sans-prendre*, or who has called his own *King*, because his Game can be favour'd by none.

Those, who defend the Stake, tho' they have made six Tricks, are not to expose their Cards, but to continue playing till the last, to see whether the *Ombre* can win his three Tricks to avoid being *Beefed* alone.

VII. *Of the Faults of Speaking.*] It is not permitted at *Quadrille* to speak at all, not even to say, *That is the King*; since the Person who is to play next, either ought to know That, or may find it out by the Tricks already made. Neither ought any one to say, *such*, or *such Cards have been trumped*; even he, who is to play, must not ask it, but may look in the Tricks, which have been played before.

He, who speaks a Word in playing, to encourage his *Friend*, must not pretend to the *Vole*.

He, who says a Word to make him desist, must be *Beefed*.

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It is not even permitted to say, *we have six Tricks.*

The Liberty each Player has to look over the Tricks whenever he pleases, ought to be understood only when his Turn comes to play, having no Occasion to know what has past, but only when he is to determine what he is to play.

By this Means are prevented the Abuses, which frequently happen, when he, whose Turn to play is either past, or not come, counts such and such Suits; because by so doing, he determines him, who is in Suspence, whether to play *this*, or *that* Card; and besides the Prejudice it may do the Game, it is unseemly, and does not look well so to do.

VIII. *Of the Beeffe.*] There is no Time prescribed when the *Beeffe* is not to be forfeited; it may be demanded several *Deals* after, if he, who won it can prove that he won it in the same *Deal*, wherein it naturally should have been played for; but it is not so of the *Mistakes* that may have been made in reckoning the *Beeffes*. As for Example; if a *Beeffe*, which should have been counted for 56 *Counters*, went but at 42, and he, who won it, has received them, without demanding the Overplus of this *Mistake*, it must not be paid if

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if the next *Deal* has been played out, to avoid the Confusion such Disputes might occasion; neither would it be Justice, since the Party runs no Hazard of losing more than what he may win.

IX. *Of the Sans-prendre, and the Matadores.*] The *Sans-prendre* and *Matadores* are to be demanded before the Cards are cut for the next *Deal*, otherwise they are not to be paid.

It has been nevertheless judged necessary to make Exception to this Rule, to punish the Knavery of such, who occasion those that have a Right to demand this Due from them, to lose it by shuffling the Cards, and causing them to be cut before they are aware, and by Consequence, before they had demanded what they ought to have had as Winners.

If he, who plays *Sans-prendre*, either with, or without *Matadores*, has not received from any one of the Players what he was to have had for winning the Game, he may, notwithstanding the Cards are cut, demand, together with the *Rewards*, &c. the *Sans-prendre*, and *Matadores*, if he had them.

If he, who played *Sans-prendre*, has not demanded it, and has himself either cut or dealt the Cards, there is nothing due to him but the *Stake* and *Rewards* for the Game he won.

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If he, who played *Sans-prendre*, with the *Matadores*, demands thro' *Mistake* the one for the other, he must have nothing paid him, except he recollects himself before the Cards are cut; this Game requiring a formal Explication of every thing in its proper Terms.

He, who plays, calling a *King*, is not obliged to observe this Distinction, because there being two of them concerned, either of them may demand what is their Due before the Cards are cut; this Law only regarding those, who play either *Sans-prendre* or calls their own *King*.

He, who, playing *Sans-prendre*, shews his Game, which he has sure in his Hand, without naming the Trump, is obliged to play in the Suit, which one of his Adversaries shall name. So having taken up his Cards again, he lets the eldest Hand play; to whom it belongs to name the Trump before he throws down his first Card; or if, being himself eldest Hand, he Leads the Board with *Spadille*, or *Basso*, without declaring the Suit he plays in; this Game, as has been already observed, requiring an intire Explication.

X. *Of forced Games.*] When all the Players have passed, he, who has *Spadille*, is forced to play. It is to be presumed that
having

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having *passed* he has no good Game; and by Consequence Justice demands that he should not be subject to the Laws of those, who play of their own Accord, which obliges them either to win three Tricks, or be *Beefed* alone. For this Reason he, who is *forced* to play by having *Spadille*, must not be *Beefed* alone, tho' he makes but one Trick.

XI. *Of the Contre, the Vole, and the Devole.*] *Quadrille* may very well admit of the *Contre*, which some were about introducing into *Ombre*, as used in the Game of *La Bête* (The *Beefste*.) Those therefore, who are willing to admit it should follow this RULE.

He, who would play *Sans-prendre*, and engage himself to undertake the *Vole*, should be suffered to play in Preference to him, who, tho' he is to speak before him, only offers to play simply *Sans-prendre*, or *without Calling*.

He, who having played *Sans-prendre*, and undertaken the *Vole*, but missed it, must pay to every one of the Players the Forfeit of the *Vole* he has lost, and must not be paid for *Sans-prendre*; *Matadores* if he had them; or the *Rewards*; nor must he even draw the *Stake* nor the *Beefstes* that were played

played for; but he must not be *beefed* himself except he lost the Game; in which Case he must pay all that is due for the Rewards, the *Sans-prendre*, the *Vole*, and the *Matadores*, if he had them.

As This is a Circumstance, which very rarely happens, there can be no great Hazard in admitting it.

He, who is forced to play with *Spadille*, cannot pretend to the *Vole*, by Reason of the Advantage *Spadille* discovered may procure him.

The auxiliary-King must have appeared before there is any Right to undertake the *Vole*; otherwise, as no Risque is run, so no Recompence is to be expected.

He, who plays and wins no Tricks makes the *Devole*, (is *flammed*) which he must pay to the two Defendants, and not to his *Friend*, lest the Desire of Gain should induce the *Friend* to play against him, whom he should assist, when the Game becomes desperate.

This *Law*, rigorous as it is, cannot well be too much so, since it tends to prevent playing upon low Games.

It is a *Rule* generally received and approved of, that Those, who discover their Game, must not pretend to the *Vole*. Nevertheless, if any one of the Players has in his Hand five or six sure Tricks, and exposes his

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his Cards, saying that he undertakes the *Vole*, notwithstanding his *Friend* is to play first, he is admitted without its being in his Adversary's Power to hinder him; but they are at Liberty to compel the *Friend* of him, who undertakes it, to lead the Board with what Card they please, to the End that he may make no Advantage of his having seen his *Partner's* Hand; but This is only allowable before *six* Tricks are already won by those, who play; for if they have made *six* Tricks, none but he, who is to play next, has a Right to undertake the *Vole*, or to desist, according to the ordinary *Rules*. Thus, has this Point been justly mitigated; because he, who shews his *Game* can, from so doing, reap no other Advantage than only shortening the Length of the *Deal*; and is yet sentenced to have undertaken the *Vole* whether he makes it or not.

This is all that concerns the Games of *Quadrille* and *Quintille*. If any Difficulty or Dispute should arise, you are to follow the same Rules that are observed at *Ombre* Played by Three or Four. *Lastly*,

Single-Ombre, as played between Two Persons only; is a Method of Play, that has very little in it diverting: Nevertheless it is sometimes played, when a *Third* Person is wanting, and People do not know how

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how otherwise to divert themselves. It may be of some Use to teach Beginners how to discard and play the Cards.

The Manner of Play, is exactly the same with the other *Ombre*.

First, You must take an entire Suit out of the Pack, either *Diamonds*, or *Hearts*; it is indifferent which; then there will remain *Thirty*.

You are to deal 8 Cards a-piece, beginning with 3 and 3, and last of all with 2 a-piece; when this is done, there will remain 12 in the Stock, out of which the *Ombre* is to take as many as he pleases, the other may take the rest.

When the Trump is named, you are paid for *Matadôres*, and lay down for your *Passes* here as you do at *Ombre* with *Tbres*, and in every Respect it is just the same.

The *Ombre* is to win 5 Tricks to gain the Stake; When the Tricks are divided by 4 a-piece, it is a *Remise*; if he who defends wins 5 Tricks, he wins *Codille*.

To conclude, you are to take Notice that the general Rules of *Ombre* are the same, whether you play the Game between Two, Three, Four, or Five Persons, or *Espadille Force*, only with these Differences that we have explained; so that the following Terms will serve for All.

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I can only say, that by these Directions any Person may learn to play, but I cannot promise them that they shall play well, for that must depend upon Genius and Experience.

Now after all that is said, the *Original Ombre by Three*, is much more agreeable, than any of these new *Grafts* with which the *old Stock* has been loaded.

Terms peculiar to the Game of OMBRE.

TO go to the Bottom: That is, when he who takes in, next to the *Ombre*, takes so many Cards, that he does not leave 5 to him who is to take in last.

I. The *Basto*: is the Ace of Clubs, which is always the third Trump, in whatsoever Suit you play.

II. The *Codille*: is when one of those that defend the Game against the *Ombre* wins the Stake.

V. To name the Trump: is when the *Ombre* says, I play in *Hearts, Diamonds, Spades, or Clubs.*

V. The Discard: are the Cards laid out, which are always to be placed at the Right-hand of the Dealer.

VI. *Spadille,*

- VI. *Spadille*, or *Espadille* : is the Ace of Spades, which is always the first Trump, in whatever Suit we play.
- VII. *Espadille Force*, or *Forced Espadille* : is, when it is agreed before you begin, that he who has *Spadille*, shall be obliged to play, if the rest will not.
- VIII. To force the *Ombre* : is, when he that plays before the *Ombre* plays a High Trump, in order to force the *Ombre* to play a Higher to win it.
- IX. The *Gano* : is as much as to say, Pass it, or leave it to me.
- X. *Ombre* : is not only the Name of the Game, but also the Person who names the Trump and plays ; for the Stake is called *The Ombre*.
- XI. *Manille* : is either the Duce in Black, or the Seven in Red, and is always the second Trump.
- XII. *Matadores* : are the Three principal Trumps so called, which are *Spadille*, *Manille*, and *Basto*.
- XIII. *Matadores Single* : is when they are to be paid single ; for Example, when you are to be paid but one Counter for each.
- XIV. *Matadores Double* : is when you agree to pay two a-piece for *Matadores*.
- XV. *False Matadores* : Two *Matadores* without the Third, are so called, but are never paid.
- XVI. *Punto* :

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XVI. *Punto*: is the Ace of Hearts, when Hearts are Trumps; and the Ace of Diamonds, when Diamonds are Trumps.

XVII. *Sans-prendre*: is to play without Discarding, or taking any in.

XVIII. *Sans-prendre* Single: is when you are to receive but 3 Counters, for playing *Sans-prendre*.

XIX. *Sans-prendre* Double: is when you agree to pay 6 for playing *Sans-prendre*.

XX. *Remise*: is when the *Ombre* is Beested, and no Body wins *Codille*.

XXI. *Remise* by Three: is when the *Ombre* is Beested by your winning 3 Tricks a-piece.

XXII. To Renounce: is when you do not follow Suit, and have some of that Suit in your Hand.

XXIII. To make *Renounces*: is when in Discarding, you lay out an entire Suit, to be able to Trump a King.

XXIV. *Repuesta*, *Reposse*: is the same thing as *Remise*.

XXV. The Stock: are the Cards that are left, which you take in after, and Discard others.

XXVI. The *Tours*: are the Number of Deals you agree to play: But, remember that a *Pass* or a *Codille*, is not reckoned for a *Tour*.

The

The LAWS relating to OMBRE.

- I. IF the *Ombre* forgets to name his Trump, and has looked at the Cards he took in, one of the others may name it for him.
- II. If the two Defendants should speak both together, and one name one, and the other another Suit, you must play in that Suit which was named by him who sits upon the Right-hand of the *Ombre*.
- III. When the *Ombre* forgets to name his Trump, or names one Suit for another by Mistake, he may take in his Discard again, provided, the Cards he took in from the Stock, are not mixed with the rest of his Game.
- IV. Tho' the *Ombre* has seen his Cards, if he prevents the others, and names a Trump before them, it is good.
- V. The *Ombre* must be very exact in naming his Trump.
- VI. You are not obliged to play a *Matadore* upon a small Trump, and may *Renounce* if you have not an inferior Trump.
- VII. A Superior *Matadore* forces an Inferior, if you have no other Trump to play to it.
- VIII. You cannot *Renounce* with any Trumps in your Hand, except the three *Matadores*.

IX. A

IX. A Superior *Matadore* does not force an Inferior, unless it leads.

X. *Matadores* are not to be paid, unless they are in the Hands of the *Ombre*.

XI. You cannot demand to be paid for *Matadores*, or *Sans-prendres*, after the Cards are cut for the next Deal.

XII. There is no Time prescribed for the *Beeste*, and it may be taken while the next Deal is playing.

XIII. The Cards must be dealt no way but by 3 and 3.

XIV. If one of the Black Aces be turned up in dealing, there must be a new Deal.

XV. If the Card seen be any thing but a Black Ace, the Deal is good.

XVI. Whether the Dealer, or another, turns up the Card, it is the same Thing.

XVII. If a great many Cards are turned up in dealing, they must be dealt again.

XVIII. He that has ten Cards dealt to him, cannot play.

XIX. He that has but eight Cards dealt to him, cannot play.

XX. He that has eight or ten Cards dealt to him, may play, if he gives Notice that he has too many, or too few.

XXI. He that passes with ten Cards in his Hand, is not *Beested*; unless he has so
E many,

many, after he has taken in, when another plays the Game.

XXII. He that has ten Cards, may play *Sans-prendre*, if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

XXIII. He that has but eight Cards, may play *Sans-prendre* with his eight Cards, if he gives Notice.

XXIV. If one of the Players turns up a Card of the Stock, and looks at it, he cannot play, but the others may.

XXV. If he that has a sure Game, and plays *Sans-prendre*, shews his Game without naming his Trump, he may take up the Stake.

XXVI. He who names his Trump, without first having asked Leave, is obliged to play *Sans-prendre*, let his Game be ever so bad.

XXVII. If the youngest Hand names his Trump without asking Leave, he is not obliged to play *Sans-prendre*, if the others have passed.

XXVIII. If any Cards remain after all have taken in, he who left them may see them; and if he does, the other may.

XXIX. If any of the others should look at the Cards left, when he who left them did not, he is *Beefed*.

XXX. He

- XXX. He that in taking in his Cards, should take more than he laid out, is not *Beefed*, if he has not looked on them, but he is obliged to put them back.
- XXXI. If he has mixed them with the rest of his Cards without seeing them, one of the others shall draw out of his Cards at hazard, as many as he took above his Due.
- XXXII. He who takes less than his Number, may take the rest at any time while the Stock is upon the Table; but if they are all taken in, he must draw as many as he wants from among the Discard.
- XXXIII. He that has none of the Suit that leads, is not obliged to play a Trump.
- XXXIV. He that plays out of his Turn, is not *Beefed*, but it is reckoned bad Play.
- XXXV. If the *Ombre* sees a Card in either of the others Hands, he cannot oblige him to play it; no Card is played, till it is upon the Board.
- XXXVI. Every one has the Liberty of examining another's Trick, to see what is out.
- XXXVII. If the Pack be false, and it is found out in playing, the Deal goes for nothing.

XXXVIII. Tho' the Pack be false, if the Deal be played out, it is good.

XXXIX. He who *Renounces* is *Beefed*.

XL. When any one has *renounced*, every one is to take back his own Cards, and it is to be played over again, provided the Cards are not played out.

XLI. Several *Beefes* made in one Deal, may be played off the next.

XLII. When there are several *Beefes* upon the Board, the highest *Beefe* is played off first, after the first Stake.

XLIII. He that can win four Tricks without calling *Gano*, ought not to call it.

XLIV. The *Ombre* is never to call *Gano*.

XLV. The *Ombre* ought not to give up, without playing the Cards, let his Game be ever so bad.

XLVI. When the Players mark differently either for their Stakes, or Passes, all are obliged to mark equal with the highest; and the *Beefes* must be accordingly.

XLVII. He that gains a *Vole*, wins twice as much as lies upon the Board, if there be but one *Beefe*.

XLVIII. If there are many *Beefes*, upon the Board, he takes all, and is to be paid no more.

XLIX. If there are a great many *Beefes*, which, by Consent, or because they were made in one Deal, are put together, he

The LAWS of OMBRE. 77

he that wins the *Vole* shall be paid as much more.

L. The *Vole* is undertaken, if after one has won his five Tricks, he plays down another Card.

LI. If he who undertakes the *Vole* does not win it, the two others are to divide betwixt them what lies upon the Board.

LII. When the *Vole* is undertaken, the two who defend it may look in each other's Hands, the better to disappoint it.

LIII. If he who undertakes the *Vole* plays *Sans-prendre*, or has *Matadores*, he is to be paid for them if he saves his *Beeste*, tho' he does not win the *Vole*.

LIV. A *Codille* won, is not marked for a *Tour*.

LV. When a Number of *Tours* is agreed to be played, he who will not play to the End, ought to pay all that is lost.

LVI. He who discards and takes in before his Turn, is *Beested*, if what he takes in is mixed with his Game.

Thus have we given the Laws relating to *Ombre* (in all its Branches, either between 2, 3, 4, or 5 Persons) but cannot conclude this Article, without reciting Mr. *Pope's* beautiful Description of the Manner of playing this Game between *Belinda* and her *Two Knights* at *Hampton-Court*.

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BELINDA now, whom Thirst of Fame invites,
Burns to encounter *Two* advent'rous *Knights*
At *OMBRE* singly to decide their Doom,
And swells her Breast with Conquests yet to come.
Strait the *Three* Bands prepare in Arms to join;
Each band the Number of the sacred *Nine*.
Soon as she spreads her Hand, th' *Aerial* Guard
Descend, and sit on each important Card:
First *Ariel* perch'd upon a *Matadore*,
Then each, according to the Rank they bore;
For *Sylphs*, yet mindful of their antient Race,
Are, as when Women, wond'rous fond of Place.

Behold, four *Kings* in Majesty rever'd,
With hoary Wiskers, and a forky Beard: (er,
And four fair *Queens*, whose Hands sustain a Flow-
Th' expressive Emblem of their softer Power,
Four *Knaves* in Garb succinct, a trusty Band,
Caps on their Heads, and Halberds in their Hand;
And party-colour'd Troops, a shining Train,
Draw forth to Combat on the Velvet-Plain.

The skilful Nymph reviews her Force with Care;
Let *Spades* be Trumps she said; and *Trumps* they
were.

Now move to War her sable *Matadores*,
In show like Leaders of the swarthy *Moors*.
Spadillia first, unconquerable Lord!
Led off two Captive Trumps, and swept the Board.
As many more *Manillia* forc'd to yield,
And march'd a Victor from the verdant Field.
Him *Basto* follow'd, but his Fate more hard,
Gain'd but one Trump, and one *Plebeian* Card.
With his broad Sabre next, a Chief in Years,
The hoary Majesty of *Spades* appears;
Puts forth one manly Leg, to fight reveal'd;
The rest, in many colour'd Robe conceal'd.

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The Rebel-*Knave*, who dares his Prince engage,
Proves the just Victim of his Royal Rage.
Ev'n mighty *Pam*, that Kings and Queens o'erthrew
And mow'd down Armies in the Fights of *Lue*;
Sad Chance of War! now, destitute of Aid,
Falls undistinguish'd by the Victor *Spade*.

Thus far both Armies to *Belinda* yield;
Now to the Baron, Fate inclines the Field.
His warlike *Amazon* her Host invades,
Th' imperial Consort of the Queen of *Spades*.
The *Club's* black Tyrant first her Victim dy'd.
Spite of his haughty Mein and barb'rous Pride!
What boots the Regal Circle on his Head,
His Giant Limbs, in State unweildly spread;
That long behind he trails his pompous Robe,
And, of all Monarchs, only grasps the Globe.

The Baron now his *Diamonds* pours apace;
Th' embroider'd King who shows but half his Face,
And his resurgent *Queen*, with Powers combin'd,
Of broken Troops an easy Conquest find.
Clubs, *Diamonds*, *Hearts*, in wild Disorder seen,
With Throngs promiscuous strew the level Green.

The *Knave* of *Diamonds* tries his wily Arts,
And wins (O shameful chance!) the *Queen of Hearts*.
At this, the Blood the Virgin's Cheeks forsook,
A livid Paleness spreads o'er all her Look;
She sees and trembles at th' approaching Ill,
Just in the Jaws of Ruin, and *Codille*.

And now (as oft in some distemper'd State)
On one nice Trick depends the gen'ral Fate;
An *Ace of Hearts* steps forth: the King unseen
Lurk'd in her Hand, and mourn'd his captive *Queen*;
He springs to Vengeance with an eager Pace,
And falls like Thunder on the prostrate *Ace*.

The Nymph exulting, fills with Shouts the Sky,
The Walls, the Woods, and long Canals Reply.

The LAWS of QUADRILLE.

I. **I**T is not permitted to *deal* the Cards any otherwise than by 4 and 3, the *Dealer* being at Liberty to begin with which of those Numbers he pleases. If in *dealing* there happen to be one or more faced Cards, the *Deal* goes for nothing.

II. If the Pack of Cards has more or less than it ought to have, the *Deal* goes for nothing.

III. If there chance to be two Cards of the same Sort, and it is perceived before the *Deal* is played out, it is null ; but if the Cards are all played, the *Deal* is good, as well as all those which may have preceded it.

IV. He, who misses *Deal*, must *deal* again ; but is not to be *Beefed*.

V. If he who plays either *Sans-prendre*, or *calling* a King, names a Trump of a different Suit from That his Game is in, or names two several Suits, That, which he first named, must be the Trump.

VI. He, who plays, must name the Trump by its proper Name ; as he likewise must the King he *calls*.

VII. He, who has said *I pass*, must not be again admitted to play, except he plays by *Force*, upon Account of his having *Spadille*.

VIII. He, who has *asked the Question*, and has *Leave* given him, is obliged to play.

IX. He,

The LAWS of QUADRILLE. 81

IX. He, who has asked to play, must not play *Sans-prendre*, except he is forced so to do.

X. He, who has asked to play, may play *Sans-prendre*, in Preference to him, who forces him to it.

XI. He, who has the four Kings, may call the Queen of either of his Kings.

XII. Neither the King nor Queen of the Suit, which is Trumps, must be called.

XIII. He, who has one, or several Kings, may call any King he has in his Hand; in such Case, to win, he must make alone six Tricks. If he wins, it is all his own; and if he loses, he pays all by himself.

XIV. You must not demand *Gano*, of your *Friend*; nor cause him, by any indirect Means, to favour you.

XV. Every one ought to play in his Turn, but for having done otherwise, no one must be *Beefed*.

XVI. He, however, whose Turn it is not to play, having in his Hand the King the *Ombre* has called, and shall trump about with either *Spadille*, *Manille*, or *Basto*, or shall even play down the King, which was called, to give Notice of his being the *Friend*, must not pretend to undertake the *Vole*; nay he must be condemned to be *Beefed*, if it appears that he did it with any fraudulent Design.

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XVII. He,

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XVII. He, who has drawn a Card from his *Game*, and presented it openly in order to play it, is obliged so to do, if retaining it may be either any Ways prejudicial to the Game, or may give any Intimation to the *Friend*; and more particularly if the Card is a *Matadore*. He, who plays *Sans-prendre*, is not subject to this Law; nor is he, who *calls* his own King.

XVIII. He, who has none of that Suit of the Card that leads, is not obliged to trump it; nor to throw a higher Card of the same Suit upon it, if he has one.

XIX. It is lawful to look upon every one's Tricks to see what Cards have been played.

XX. None ought to look upon the Tricks, nor to count aloud what has been played, except when it is his Turn to play; but to let every one reckon for himself.

XXI. He, who instead of turning up the Tricks before any one of the Players, shall turn up and discover his *Game*, must be equally *Beefted* with him, whose Cards he has so discovered, one paying one half, and the other the like.

XXII. He, who *renounces*, must be *Beefted* as many Times as he has so done, if he is made sensible of every *Renounce* he has made; but if the Cards are mixed, he is to pay but one *Beeffe*, tho' he has made several *Renounces*.

XXIII. To

XXIII. To have *renounced*, the Trick must have been turned down ; or he who *renounced* must have played his Card for the next Trick ; otherwise he may recal his Card without incurring any Penalty.

XXIV. If the *Renounce* prejudices the Game, and the Deal is not all played out, every one may take up his Cards, beginning at the Trick where the *Renounce* was made, and play them over-again ; but if the *Deal* has been all played out, the Cards may not be re-taken.

XXV. He, who having asked what is Trumps, shall trump with a Card of that Suit he has been told was Trumps, tho' in Effect it is not so, must not be *Beefsted*.

XXVI. He, who, without having enquired what is Trumps shall trump with a Card which is not Trumps, if he has taken up and turn'd down the Trick, must be *Beefsted*.

XXVII. He, who shews his Game before the *Deal* is out, must be *Beefsted*, except he played *Sans-prendre*.

XXVIII. Several *Beefstes* made in one *Deal* ought to go all together ; unless it has been otherwise agreed before.

XXIX. The greatest *Beefstes* should be always first played for.

XXX. None of the Three *Matadores* can be commanded down by an inferior Trump.

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XXXI. A superior *Matadore* forces down an inferior, when it is played by the Leader.

XXXII. A superior *Matadore* does not command down an inferior, if it is played upon any other Trump that led the Board.

XXXIII. The *Matadores* and *Sans-prendre* cannot be demanded after the Cards are cut for the next *Deal*, except when they are designedly cut and dealt so hastily that the Winner has not been allowed Time to demand his Due; in which Case, if he has not taken up the *Stake*, nor been paid the *Rewards* by any of the Players, he may lawfully demand the *Sans-prendre* and *Matadores* together with his other Dues; but if it was he himself, who either cut or dealt the Cards, he has no farther Right to demand them.

XXXIV. If he who plays *Sans-prendre* with the *Matadores* in his Hand, demands only one of them, he must receive only That, which he mentioned.

XXXV. He, who, instead of *Sans-prendre*, shall demand *Matadores*, not having them; as likewise he, who shall demand *Sans-prendre* instead of *Matadores*, cannot compel the Players to pay him what is really his Due; this Game requiring a formal Explication of every Point in its proper Terms. He, who plays with
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the Assistance of a King, has no Share in this Distinction.

XXXVI. If one of the two Winners has been paid for *Matadores*, the other may likewise rightfully claim Payment, notwithstanding they have not been demanded.

XXXVII. *Matadores* are only paid when they are in the Hands of the *Ombre*, or of the King his Ally, whether all in one Hand, or separately in both.

XXXVIII. He, who plays *Sans-prendre*, is obliged to name his Trump, notwithstanding he has a sure Game in his Hand.

XXXIX. The *Game*, the *Stake*, the *Réwards*, and the *Beefes* have no fixed Time set for their Payment, but they may be demanded several *Deals* after.

XL. You cannot recover the Mistakes, which may have been made in reckoning the Value of *Beefes*, after the *Deal*, wherein they were drawn, is over.

XLI. He, or they, who play and make all the Tricks, are to be payed what has been agreed upon for the *Vole*.

XLII. The *Vole* does not draw the *Beefes*, which were not played for.

XLIII. He, who undertakes the *Vole*, and does not make it, must pay as much as he would have received, had he won it.

XLIV. The

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XLIV. The *Vole* is undertaken when, after having made six Tricks, whether you play *Sans-prendre*, or with the Assistance of a King, the Card is played down for the seventh Trick.

XLV. When the *Vole* is once undertaken there is no going back.

XLVI. He, who speaks in the Game to encourage his *Friend* to undertake the *Vole*, cannot pretend to it.

XLVII. He, who says any Thing to induce him to desist from undertaking it, must be *Beefed*.

XLVIII. It is not permitted to give Notice to your *Friend* that you have made six Tricks.

XLIX. Those, who defend the *Stakes*, must not communicate their Game to each other, tho' the *Vole* is undertaken, nor must any one speak the least Word that concerns the Game.

L. He, who is *forced* to play with *Spadille*, cannot have any Pretensions to the *Vole*.

LI. The *Vole* cannot be undertaken 'till the auxiliary King has appeared.

LII. You may, in case the auxiliary King does not appear, continue playing 'till the very last Card, without incurring the Penalty of those, who miss making the *Vole*.

LIII. Those

LIII. Those, who make the *Vole*, if the auxiliary King has not appeared, 'till the last Trick, must not be payed it, even tho' the Queen of that Suit has made a Trick.

LIV. Those, who, having undertaken the *Vole*, miss making it, are nevertheless to take up the *Stakes*, *Beestes*, &c. that were played for, and to be payed the *Game*, *Rewards*, *Matadores*, if they had them, and *Sans-prendre*, if so played.

LV. Those who admit the *Contre* into the Game of *Quadrille*, must permit him, who offers to play so, before any other, who offers only to play *Sans-prendre*, even the Eldest Hand.

LVI. He, who playing *Sans-prendre*, undertakes the *Vole*, and misses making it, must pay to each of his Opponents the Due for the *Vole*; nor is he to be payed either the *Sans-prendre* or *Matadores*, if he had them, nor even the *Rewards*, nor the *Game*; neither does he draw the *Stakes*; but he is not to be *Beested*, except he loses the Game; in which Case, he must pay to each Player, besides the Forfeit of missing the *Vole*, what he was to have had for winning the Game, and be *Beested* for as much as was played for.

LVII. He, who plays, and does not make three Tricks, is to be *Beested* alone,
and

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and must likewise pay alone all that is to be payed ; and if he makes no Trick at all, he must, besides That, pay to his two Adversaries the *Vole*, but not to his Friend, lest the Allurement of that Gain might intice the *Friend*, when he sees the Game desperate, or past Recovery, to play against him, whom he ought to defend.

LVIII. When you play the Game called *au Roy rendre* ; or, *the King surrendered*, he to whom his King is *surrendered*, must, to win, make six Tricks alone. As to all the rest, he wins or loses by himself.

LIX. Whoever refuses to play out the Number of *Tours* agreed upon at first, ought to pay all the Losings, and the Cards.

LX. But in Case his Absence is absolutely required upon any important Occasion, the Party may be put off 'till another Opportunity, taking a Memorial of the Condition in which the Game was left.

P I C Q U E T.

TAKE a Pack of Cards, and throw out all the Duces, Trays, Fours, Fives, and Sixes. You are to play with the rest, which will amount to thirty-two.

Or, you may buy Packs of *Picquet*-Cards at the Card-Makers, which contain no more than what are used.

After you have settled what you play for, you are to agree how much shall make Up; for this is in the Choice of the Gamesters: The common way of playing it, is a Hundred Up; and this seems to be the best Game, because a Re-Picque generally wins the Game.

The next thing you are to do, is, to Cut who is to Deal; for you must observe, that at this Game the Dealer has a great Disadvantage. He who shews the lowest Card in cutting, is the Dealer.

A Man may cut as many, or as few Cards as he pleases, provided it is no more than one; but one Card is no Cut.

And if by Accident it should happen, that in Cutting, some of the Cards should drop out of your Hand, and some remain (which often falls out thro' haste) you must take no Notice of the Cards that fall, but the Cut must be decided by that Card
which

which remains in your Hand with the rest.

In reckoning up your Point, every Card is reckoned for as much as it bears ; as Ten for Ten, Nine for Nine, and so down to the Seven, which is the lowest. Observe, that, an Ace is always reckoned for Eleven.

You must observe also, that all Court-Cards are reckoned for Ten.

And when you come to play the Cards, their Value is in the same Degree ; as, the Ace wins the King, the King the Queen, and the Queen the Knave, the Knave the Ten, and so down.

When the Deal is decided, the Dealer is to shuffle the Cards, and offer them to the other to be cut.

If in Cutting he should scatter, or any ways displace the Cards, they are to be shuffled and cut again.

If the Person who does not deal has a mind to shuffle the Cards, he may ; but the Dealer is to give them the last Shuffle.

The Dealer may distribute the Cards, by 4, by 3, or by 2 at a time, as he pleases, till he has dealt 12 a-piece ; but he must always go thro' the Deal to the end, with the same Number as he begins.

But because this changeable Way of dealing sometimes may give Offence, the Cards.

Cards are generally dealt at this Game by 2 and 2; and it seems best so.

When the Dealer has done, he is to lay the Stock just in the middle; when they come to examine their Game, if one of them should find that he has not one Court-Card in his Hand, he is to declare that he has *Carte-blanche*: Then he is to tell how many Cards he will lay out, and desire the other to discard, that he may shew him his Game.

When the other has discarded, he who has *Carte-blanche*, is to shew his Game upon the Table, that the other may be satisfied it is so; then he is to reckon ten for his *Carte-blanche*, and to discard, in order to play his Game: But he must lay out the same Number of Cards he declared.

The *Carte-blanche* is the first thing reckoned, and therefore prevents a *Picque* and *Re-Picque*.

When each has his Number of Cards, that is 12, there remains 8, which (as we said before) are to be laid in the middle; then he, who is to play first, may take 5, which is a great Advantage, and leave but 3 to the Dealer.

But he is not obliged to take 5, for that is to be at his Choice, or according to the Disposition of his Game; he may take in but 2, 3, or 4, observing to discard just the same Number. When

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When he takes less than five, he may see the rest of them, and lay them again upon the Stock.

Then the other may take all that is left, or what Number of them he pleases, observing to discard as many; he may also look on the Cards he leaves, and the other may likewise see them, if he declares first what Card he will lead.

But take notice, that he is obliged to lead the Card he names.

And if by mistake, or otherwise, he should promise to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other shall appoint him.

Observe that both the Dealer and he that leads, are obliged to discard at least one, let their Games be ever so good.

After both have discarded and taken in, the eldest Hand is to examine what Suit he has most Cards of; then he is to reckon how many Points he has in that Suit, and ask the other if so many are good: If the other cannot reckon as many in that, or any other Suit, he tells one for every ten. An Example will make this plain.

If the Eldest Hand has Ace, King, Queen, and Knave of any Suit, he asks, *Are 41 good?* (We told you before that an Ace was counted for 11, and every Court-Card for 10.) If the other cannot reckon up as many,

many, he is to tell 4 for them ; so if he had 50, he is to tell 5, if 60, 6, and so on.

But suppose 35 in either Hand should be good, he who has them is to reckon as much as for 40, that is to say, 4 ; and the same for any Number betwixt 35, and 40 ; but for any Number less than 5 nothing is reckoned : As for 41, 42, 43, or 44, you reckon but 4 ; so that by this you see there is as much reckoned for 35, as for 40, viz. 4 : The Rule is the same in all Numbers betwixt 50, 60, &c.

He who reckons most in this manner, is said to win the Point ; when the Point is over, each is to examine what Cards he has in his Hauds of the same Suit, which are Sequents : These are called, either *Tierces*, *Quartres*, *Quintes*, *Sixiemes*, *Septiemes*, or *Huitiemes*, according to their Number and Value.

These Words may sound a little like Conjuring, to Persons who do not understand them ; but they are only the *French* Terms, which we make use of, because *English* will not express the same thing in one Word.

First, a *Tierce* is when three Cards follow one another in Degrees of Value as Ace, King, Queen ; and are worth 3 : If you add a Knave to these, it is called

a *Quart*, and is worth 4; add a 10, and it is called a *Quint*; a 9, and it is called a *Sexieme*; a 7, and it is called a *Septieme*; an 8, and it is called a *Huitieme*.

The Word *Tierce* is from *Trois*, three; *Quart*, from *Quatre*, four; *Quint*, or *Quinze*, fifteen: Tho' by a Corruption of Pronunciation we call it *Kent*, and the Word *Sixieme*, is the sixteenth; *Septieme*, from *Sept*, seven; *Huitieme*, from *Huit*, eight.

Every *Tierce* is(not) worth three Points, the *Quart* four, the *Quintes* fifteen, the *Sixieme* is worth sixteen, the *Septieme* seventeen; the *Huitieme* eighteen; so that the Signification of the Terms instruct you what these things are worth, when you have them in your Hand.

You must observe, that these *Sequents* of Cards must be of the same Suit, otherwise they are of no Value.

These *Tierces*, *Quarts*, *Quintes*, &c. are distinguished in Dignity by the Cards they begin from; as for Example, Ace, King, and Queen, are called *Tierce-Major*: King, Queen, and Knave, are called *Tierce to a King*; so Knave, Ten and Nine, are called *Tierce to a Knave*; so every *Quart*, *Quint*, or *Sixieme*, that begins from an Ace, is called *Quart*, *Quint*, or *Sixieme-Major*: When they begin

gin from another Card, they are named from that Card.

Observe, that he who has the best *Tierce*, *Quart*, *Quint*, &c. being that which takes its Descent from the best Card, though he has but one, and the other has many inferior, the best shall set all the others aside, and render them of no Value.

So if one Person has a *Tierce*, or *Quart-Major*, and two or three inferiour ones, the *Tierce-Major* shall make all the Small ones good.

For Example, if one has *Tierce-Major*, and a *Tierce of a Knave*, and another to a Ten in his Hand, and the other has a *Tierce to a Queen*; he who has the *Tierce-Major* shall reckon not only That, but the two Small ones also, and the *Tierce to a Queen* in the other Hand is worth nothing.

So a *Quart* in one Hand sets aside a *Tierce* in another; and so of the rest, the Highest renders the Lowest good for nothing; and he who has a *Sixieme* in his Hand that is good, may reckon *Tierces*, or *Quarts*; and if the other has a *Quint* at the same time, it is set aside.

And so it is of *Septiemes*, *Huitiemes*, &c. when you have one of These good in your Hand, it gives a Value to all the rest.

When these are told, you are to examine how many Aces, Kings, Queens, Knaves,
or

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or Tens, you have in your Hand ; but no Number less than Three of any of these are good for any thing, but Three of any of these are worth Three : As for the Nines, Eights, and Sevens, you are allowed nothing for them.

Observe, that the Cards are in the same Degree of Value here, is in every other Part of the Game ; that is to say, the Aces are best, then the Kings, Queens, and Knaves, and last of all the Tens.

If one has in his Hand 3 Aces, 3 Knaves, and 3 Tens, and the other 3 Kings ; he who has the Aces, shall tell all his Threes, and the Kings are good for nothing. Thus, among *Cards*, as well as *Men*, The Great overcomes the Small.

He who has 4 Aces, 4 Kings, 4 Queens, 4 Knaves, or 4 Tens, reckons 14, for them : And this is called a *Quatorze*, that is, provided they are good.

Four Aces must be always good, the rest are good but as it happens ; 4 Tens must be good, if the other has not 4 of any thing else.

If there are 4 Knaves, or Tens, in one Hand, 3 Aces, or Kings, &c. are not to be told in another Hand.

Thus when you have reckoned all your Game that is to be told in Hand ; he, whose Right is to play first, begins to play down :
And

And every Card he plays down, above the Degree of a 9, he tells 1 for: but for a 9, and so downwards, he can reckon nothing; then the highest Card of a Suit always wins the Trick.

If two Cards of different Suits are played, that which leads wins the Trick, tho' the first was but a 7, and the last an Ace.

It is not the Person that wins the Trick who always reckons for it, and in some Cases both reckon 1, for the same Trick; I shall explain this Matter.

If the Person who leads, plays a tenth Card, he reckons 1, for it as soon as he plays it down; if the other plays another Card that is higher, he wins it, and also reckons one; thus they both reckon for the same Trick.

If the Leader plays an 8, or 7, he reckons nothing, and if the Follower should win it with a 9, he reckons nothing; for, as I said before, no Card under a 10 can count at this Game: Nevertheless that Trick serves towards winning of the Cards.

But observe, that the Follower, that is, he who plays last, never reckons for his Card unless he wins the Trick.

And observe too, that there is one Exception to a Rule I laid down before, which

F is,

is, that he who wins the last Trick reckons 1 for it, tho' it be won with a 9, 8, or 7; if it be won with a 10, or upwards, he reckons 2 for it.

When the Cards are played out, each is to count his Tricks; and he that has most, is to reckon 10 for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

When the Deal is finished, each is to mark up, what he got by the Deal; and so at the End of every Deal, till the Game is finished.

When the Game is at an End, you are to cut again for the Deal, if you play on; and so every Game you play.

Sometimes it is agreed to play a certain Number of Games, and to deal alternatively to the End of those Games. As for Example, *viz.* When it happens that both Parties are within a few Points of being up, the *Carte-blanche* is the first thing that reckons.

If there be no *Carte-blanche*, the Point is the first thing.

The second thing is the Sequents, as *Tierces*, *Quarts*, *Quints*, &c. The next to those to be reckoned, are the Threes, or *Quatorzes*; as 3 Aces, or 4 Knaves, or Tens, Queens, or Kings.

As

As for Instance, if both Parties should be 95 of the Game, and one has in his Hand 45, or 50, for Point; which we will suppose to be good: and the other a *Quint*, or a *Quatorze* of Aces, he who has the Point wins the Game; because, as I said before, it is to be reckoned first; and the rest have the same Preference according to their Ranks, as is already shewn.

If one be 99 of the Game, before he plays down the first Card; he plays it up, if it be a tenth Card, tho' he loses the Trick.

If the Parties are 99 each when they are to play down, the Leader must win the Game, if he plays a tenth Card; because he tells as soon as he plays down, the other cannot till after the Trick is won.

Of the REPICQUE.

HE who without playing down, (that is, in *Carte-blanche*, *Points*, *Quints*, *Quatorzes*, &c.) can reckon up 30 in Hand, when the other has reckoned nothing, reckons 90 for them; and this is called a *Repicque*.

If he can make up above 30 in Hand, he reckons as much above 90; as if he has

32, 33, or 34; he reckons 92, 93, 94, and so on.

Of the PICQUE.

HE who can make up 30, part in Hand, and part by Play, before the other has told any thing, reckons them for 60; and this is called a *Picque*.

It must be observed here, that when he makes his 30, if he should by Mistake, omit saying 60, and reckon only 30, and so go on with 31, 32, and then playing the Cards out so, he should afterwards recollect his Error, and reckon 30 more for the *Picque*; he is not to lose the Benefit of his *Picque*.

But, if he has marked up his Game; and the Cards are cut, and distributing for the Deal following, it is too late to recall, and his Game must stand as it is marked.

|| Of the CAPOT.

HE who wins all the Tricks, instead of reckoning 10, which is his Right for winning the Cards, reckons 40, and this is called a *Capot*. I should

I should have observed before, that whenever the *Points*, the *Tierces*, *Quartres*, or *Quints*, are equal in both Hands, neither is to reckon any thing for them ; tho' at other Games an Advantage in this Case is given to the first in Play, or the eldest Hand.

*Accidents which happen at this GAME,
and the Penalties which attend it.*

FIRST, if the Dealer by Mistake, or otherwise, should give a Card too many, or too few, it is at the Election of the Eldest Hand, either to play the Game, or make him deal again.

If the Eldest, having 13 Cards dealt him, resolves to play (you must observe, there can be but 7 Cards in the Stock, if the Dealer has his 12) in this Case he must lay out 5 Cards, and take in but 4.

If he plays when he has but 11 Cards dealt, he must lay out a Card less than what he takes in.

And the Dealer is to do the same, if 11 or 13 Cards fall into his Hand ; but it is only in the Choice of the Eldest to play, or make him deal again.

If one should have 15, or but 9 Cards dealt him, which may happen when the Dealer does not think of what he is doing; in this Case the Cards must be dealt again, and neither have Power to hinder it.

He that has a *Carte-blanche*, *Point*, *Quints*, or *Quatorzes*, in his Hand, and plays down a Card before he remembers to name it, loses the Benefit thereof; and so he does of every thing that is to be told in Hand, if he does not name them before he plays down.

If one Party names his *Point*, and the other allows it to be good; if he does not remember to shew it before he plays down a Card, it is good for nothing to him, and he must not reckon it.

So it he should name *Tierces*, *Quarts*, or *Quints*, and not shew them before he plays down, he loses the Advantage of reckoning them.

On the other Hand, when this happens, the Dealer shall tell his *Points*, *Tierces*, *Quarts*, or *Quints*, &c. tho' they are not so good as the others.

But he must likewise shew them before he plays down to the Leader's Card, otherwise he loses the Right of reckoning them, as well as the other.

He that has *Threes*, or *Quatorzes* of Aces, Kings, Queens, Knaves, or Tens, is not obliged to shew them. If

If one should count a *Three*, or *Quatorze*, which he has not in his Hand, tho' he laid it out by Mistake, or otherwise; if the other finds it out at any time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deal.

If the eldest should count 3 Aces when he laid out 1 of them, and the other 3 Kings, or any thing else; he shall count his 3 Kings, tho' he does not discover the other's false Reckoning till the End of the Deal.

Observe, that tho' he who reckons false, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and save a *Picque*, or a *Repicque*.

As for Example, he who counts 3 Aces false, and has a *Quint-Major* in his Hand; tho' he cannot count for it, yet it cuts the other off from counting any inferior *Quint*, *Quart*, or *Tierce*.

He that takes in a Card more than he lays out, incurs the same Penalty, and counts nothing.

But he that takes in a Card less than he lays out, may count his Game.

He that has a Card less than his Number, must play Card for Card with the other, as long as his Cards last.

When one has 12 Cards, and the other but 10; if he who has the 12 Cards, should

win 10 Tricks successively, then he has 2 Cards left in his Hand, which we will suppose to be the King of *Spades*, and any small Card of another Suit; the Other has but 1 Card, which we will suppose to be the Ace of *Spades*: If the first plays his small Card, the other must play the Ace of *Spades* to it. Thus he suffers a *Capot* for want of another Card; and this seems just, because it was his own Fault that he wanted a Card.

When a Card is once played out of Hand, it cannot be taken up again, unless it be in the Case of a *Renounce*; if then, by mistake, one should throw down a Card of a different Suit when he has one of the same in his Hand, he may take it up again, and play down the other.

If the Leader should play a King, and the other having the Ace of the same Suit in his Hand, should in surprize play a small Card of the same sort, he cannot recall it, but must be content to lose the Trick.

If one Person has 3 Aces in his Hand, and by Negligence should count 3 Kings instead of his Aces, he counts nothing that Deal.

Provided, he does not recollect his Mistake before he plays down his first Card; if he does, in all the aforementioned Cases he saves the Penalty.

If

If when the Deal is half played out, one of the Parties expecting to win no more Tricks, should throw up the Cards, and mix them with the rest; if he repents after, and would take his Cards up again, he is not allowed: But if they are not mixed with the rest, he may take them up again, and play out the Deal.

When the Cards are played out, except 2 or 3 on one Side, and one supposing the other's Cards to be better than his own, should throw them down; but finding himself mistaken, he takes his Cards up again after, he shall be obliged to play which of the 3 Cards the other directs him.

It is not allowed in any case to discard twice: As for Example:

He who takes in first, lays out 4 Cards; therefore he is to take in but 4: If by the outside, or any other Means, he should know the 5th to be a good Card, and offer to lay out another in order to take it in, the other must not allow him to do it.

And the Rule is the same in respect of the Dealer: If he does not take all the Cards that are left him, after he has once discarded, and taken in, he can discard no more, tho' he has not looked on the Cards he takes in.

Nor is it allowed before discarding, to look to examine the Cards you are to take in, even on the outside, lest they should be known by their Backs.

He that takes in first, should always tell how many he leaves, if he does not take in all his 5; that the other may discard accordingly.

He that takes in a Card too many, and perceives it before he looks on them, may turn it back again.

Unless he mixes them with the rest of his Game; in which case he loses the whole Profit of that Deal, and reckons nothing as is observed before.

If any one takes the Cards to deal when it is not his Turn, and should deal them all out; and if the other has examined his Cards, provided he that dealt by Mistake has not looked on his Cards also; - he may throw them up to be dealt by the other.

If the Person who is to speak first, should shew a *Point*, or a *Tierce*, *Quart*, or *Quint*, &c. or a *Three*, or *Quatorze* of any thing, which the other two should allow to be good; if, after this, he should find he was mistaken, and that he has a Better of that sort than the Eldest shewed, he may count it afterwards: And he suffers nothing by this Mistake, provided there be not a Card played down.

The *Carte-blanche*, as we told you before, is always first told, and must be shewed upon the Table, whether in the Hand of the Dealer, or of the other.

He

He that has nothing in his Hand but the *Carte-blanche*, saves 'a *Picque* or a *Repicque*.

If you should have in your Hand 3 Aces, 3 Kings, 3 Queens, 3 Knaves, or 3 Tens, and in discarding lay out 1 or either of these, you are to count but 3: Then the other may ask you which Ace, which King, &c. you laid out, and you are obliged to tell him; and if he requires it, you must shew him which you laid out.

If it should happen that the Pack should be false, (as sometimes there may be 2 Cards of a sort) when it is found out, that Deal goes for nothing; but if you have played several Deals before, with the same Pack, they are all good.

If the Pack should be found false, the very first Deal you play you must adjust the Pack, and begin again; but you are not to cut again for Deal, for the first Cutting stands good.

Every Gamester is to lay his Discard near himself, which he has the Liberty of looking on as often as he pleases.

He that cuts the Cards is not to look at the bottom; if he should, forgetting what he was about, they must be shuffled and cut again.

When the Cards are cut neatly, that is, without scattering or displacing, and neither have seen the Bottom; if the Dealer by some outward Mark should know it to be a bad Card for him, and should desire

the other to cut again, he ought not to consent; and the Case is the same if he that cuts should happen to know it to be a good Card for the Dealer: For the Cards are never to be cut twice, but in the Cases before mentioned.

Whoever is found taking a Card in, that he had laid out before, loses the Game.

When, by Mistake, one has taken a Card in, more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he should attempt secretly to lay it out again, he is to lose the Game.

This Game is always played with Lurches, unless it be first agreed on to the contrary; that is, when the Loser cannot make up 50, before the other wins the Game, he is to pay him double.

If they play for a Guinea a Game, he that is lurch'd loses Two.

Of the POOL.

THE *Pool* is another way of playing *Picquet*, only invented for Society; it is in every respect played the same way with the other Game; but it is a Contrivance to bring in a Third. As for Example:

Three

Three Persons are to cut, he who cuts the highest Card, stands out the first Game, for it is held an Advantage to be out first. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea a-piece, which makes 3 Guineas: Then he who loses the first Game lays down a Guinea more, and goes out, and he who stood out before, sits down. If the first Gamester beats him also, he sweeps the Board, which is called winning the *Pool*: And the Loser must lay another Guinea to it.

But if he who won the first Game, loses the second, he pays his Guinea, and makes room for the other: Thus it goes round sometimes, till the *Pool* amounts to a great Sum

You must observe, the *Pool* is never won, till one Person gets two Games successively.

Every Person that loses a Game, lays down a Guinea to the *Pool*.

When any Person is lured at this Play, he lays down one Guinea to the *Pool*, and pays another to him who lured him.

This is all that can be said upon *Picquet*; the Directions are ample enough to instruct any Person in the Game. As to the Art of Playing well, in order to win, which consists chiefly in playing the Cards, I think it cannot be demonstrated any way by Direction. It is a Science which must be acquired

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quired by Practice, or by observing Those
who are very expert in it.

The FRAUDS of PICQUET.

PICQUET is now become so common,
that even the meanest People have
been instructed, and let into all the Tricks,
and Secrets of it, in order to render them
compleat Shapers. This Game is liable to
great Imposition.

Breef-Cards may be used here for *Cutting*,
as they are at *Whisk*. Of *These* there are
two sorts; One longer, than the rest: And
the Advantage gained by them, is as the *Ad-*
versary manages it, by *Cutting* the longer,
or broader, as best serves his Purpose, or im-
posing upon the *Dealer* when it is his Turn,
to *Cut* those which make most against
them.

I shall next mention some things relating
to *Picquet*, which are equally applicable
to all other Games at Cards, viz. *Marked*
Cards.

It cannot be denied, that to know the
Aces, *Kings*, *Queens* and *Knaves*, is the
principal Part of this Game; and all other
Games at Cards, especially, since by this
means, any Card you desire may be secured
at Pleasure.

First

PICQUET.

III

First then, I shall shew how I have known
Cards marked.

I. *Aces* with one Spot, at the opposite Corners, thus



II. *Kings* with Two Spots, thus



III. *Queens* with one Spot, traversed, thus



IV. *Knives* with Two Spots thus



The next Difficulty will be to mark the
Cards in such a Manner, that *They* may
not be discovered by your *Adversary*, and
at the same time appear plain to *your Self*,
which is to be thus effected.

Make a fine pointed Pen, and take some
clear Spring-Water, and make your Dots
upon the glazed Cards at the Corners ac-
cording to the Directions above, and they
will pass if they are well done; you may
Colour your Water with *Indian-Ink* to
make the *Marks* more or less conspicuous,
as you will best judge by your Eye.

Thirty-

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Thirty-two Cards are the Number made use of at *Picquet*, so that just half of them will be *known* to you; and in *Dealing* you may have an opportunity to give your self those you *like* best; and if you cannot conveniently *change* the *Pack* according to your Desire, you will commonly *know* what you are to *take in*, which is a demonstrative Advantage to win any one's Money.

All we shall add, is, Mr. *Wycherley's* witty *Simile* on this GAME, viz.

In COURTS, as at PICQUET, a shuffling King,

Does the Top Cards, oft to the Bottom bring;

And in Courts too, as at Picquet, we've seen

Good Cards discarded, and worse taken in.



BASSET

B A S S E T.

THIS is reckoned one of the most Polite Games on the Cards; and only fit for Persons of the First-Rank to play at; by reason of such great Losses, or Advantages, as may possibly fall on one Side or other.

It is, in its Manner, pretty much like *The Royal-Oak-Lottery*; and as *That*, by the *Lottery-Man's* having 5 Chances, in the 32 Figures, must certainly strip all Adventurers in a long Run, so the *Dealer*, who keeps the *Bank*, at *BASSET*, having the sole Disposal of the *first* and *last* Card, and other considerable Privileges in *Dealing the Cards*, has (without doubt) a greater Prospect of gaining than those who Play: This was a Truth so acknowledged in *France*, that the *King* made a public Edict, that the Privilege of a *Tal-lie*, or one who keeps the *Bank* at *Basset*, should only be allowed to Principal-Cadets, or Noblemen's Sons, supposing, that whoever kept the *Bank*, must in a very short time acquire a considerable Estate.

But all other Persons, for fear of ruining private Families, were, *There*, confined Politically

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litically to a Twelve-penny Bank; tho'
Here, they have the Liberty of staking what
they please.

An Explanation of the TERMS of BAS-
SET, viz.

1. **T**HE *Talliere*, is the *Bank-Keeper*; who lays down a Sum of Money before all that Play, to answer every winning Card which shall appear in his course of Dealing.

2. The *Croupiere* is one who is assistant to the *Talliere*, and stands by to supervise the losing Cards; that when there are a considerable Company at Play he may not lose by overseeing any thing which might turn to his Profit.

3. The *Punter* is every *Gamester*, who plays.

4. The *Fasse*, is the first Card that is turned up by the *Talliere*, belonging to the whole Pack, by which he gains half the Value of the Money that is laid upon every Card of that Sort by the *Punters*.

5. The *Couch* is the first Stake that every *Punter* lays upon each Card, every one who plays having a Book of 13 Cards before him, upon which he may lay his Money,

Money, more or less, according to his Fancy.

6. The *Paroli* is explained thus, whoever won the *Couch*, and having a mind to go on to get a *Sept-et-le-va*, you crook the Corner of your Card, letting your Money lie, without being paid the value of it by the *Talliere*.

7. The *Masse* is when those who have won the *Couch*, and will venture more Money upon the *same* Card, who know, or ought to know, the great Advantages the *Talliere* has, and therefore should be subtle enough to make the best of his own Game.

8. The *Pay* is when the *Punter* has won the *Couch*, and being fearful to make the *Paroli*, leaves off; for by going the *Pay*, if the Card turns up wrong, he loses nothing, having won the *Couch* before; but if by this Adventure, Fortune favours him, he wins double the Money that he staked.

9. The *Alpieu* is much the same as the *Paroli*, and, like that Term, is used when a *Couch* is won by turning up, or crooking the corner of the winning Card.

10. *Sept-et-le-va* is the first great Chance that shews the Advantages of the Game, viz. If the *Punter* has won the *Couch*, and then makes a *Paroli* by crooking the Corner of his Card, as is said before, and going

ing on to a *second* Chance, his winning Card turns up again, it comes to *Sept-et-le-va*, which is seven times as much as he laid upon his Card.

11. *Quinze-et-le-va*, is attending the *Punter's* Humour, who perhaps is resolved to follow his Fancy, and still lay his Money upon the *same* Card, which is done by crooking the *third* Corner of his Card, which coming up by the dealing of the *Talliere*, makes him win fifteen times as much Money as he staked.

12. *Trent-et-le-va* is marked by the lucky *Punter*, by crooking or bending the End of the *fourth* Corner of his Card, which coming up, makes him win 33 times as much Money as he staked.

13. *Soiffant-et-le-va* is the highest Chance that can happen in the Game, for it pays 67 times as much Money as is staked, and is seldom won but by some *Punter*, who resolves to push the Extream of his good Fortune to the Height: It cannot be won but by the *Talliere's* dealing the Cards over again, which, if his winning Cards turn up, pays him with such a prodigious Advantage.

And, as it hath been often seen at the *Royal-Oak* Lottery, a Figure come up, that by some Guineas laid on it in full, by the winning 28 times as much, has broke the
Oak,

Oak, so by the Courage and extraordinary Luck of a pushing *Punter* at this Game, some great Stake with *Soissant-et-le-va* may turn up, and by that means break the Bank-Keeper.

But this very rarely happens; the *Talliere*, like the *Lottery-Man* being a great deal more likely to break the Gamblers than they Him.

The ORDER of the GAME.

The Players sit round a Table, the *Talliere* in the midst of them with the Bank of Gold before him, and the *Punters* each having a Book of 13 Cards, laying down 1, 2, 3, or more, as they please; with Money upon them, as Stakes; then he takes the Pack All together in his Hand and turns them up, the bottom Card appearing, is called the *Fasse*, and pays him half the Value of the Stakes laid down by the *Punters* upon any Card, of *that* Sort.

The MANNER of PLAY.

After the *Fasse* is turned up, and the *Talliere* and *Croupiere*, have looked round the Cards on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his Deal, and the next Card appear-

appearing, whether King, Queen, Ace, or whatever it be, wins for the *Punter*, who may receive, if he has laid Money on such a Sort of Card, the Value: or, making *Paroli*, go on to a *Sept-et-le-va*. The Card after that wins for the *Talliere*, who takes Money from each *Punter's* Card of that Sort and brings it to his Bank.

The *Talliere*, if the winning Card be a King, and the next, appearing after it, be a Ten, *says* (shewing the Cards that appear to all the *Punters* round) *King wins, Ten loses*; paying the Money to such Cards as are of the winning Sort, and taking the Money to supply his Bank from those who lose; this done, he goes on with the Deal; as, *Ace* wins, *Five* loses; *Knave* wins, *Seven* loses; and so every other Card alternately winning, and losing, till all the Pack be dealt but the last Card.

The last Card turned up is an Advantage to the *Talliere*, because by the Rule of the Game, which was contriv'd for his Benefit, tho' it be turned up, and the *Punter* may happen to have staked upon one of the same Sort, yet it is allowed as one of his Dues in Relation to his Office, and he does not pay any thing.

The bold *Punter*, who is Lucky and adventurous, and can push on his *Couch* with a considerable Stake to *Sept-et-le-va*, *Quinze-et-le-va*,

et-le-va, Trent-et-le-va, &c. must in a wonderful manner multiply his *Couch*, or first Stake; but this is so seldom done, considering the Frequency of the *Punter's* Losses in Comparison to the Bank's Profit; that a Person of the least Discernment, may easily perceive how very advantageous this Game is, in Favour of the *Talliere*.

The Liberty that is used by our *English* pushing Adventurers at this Game makes it of quite another Kind than it is in *France*; for they are compelled by the *King's* Authority, only to play at a twelve Penny Bank, where the Losses, or Gains, cannot bring Desolation in a Family: But our *Punters* in *England* have the Liberty to stake whatever they please, from one Guinea, to one 100 or higher, upon a Card, as is often seen at Court. When, the *Couch* being *al-pieu'd*, or *paroli'd*, to *Sept-et-le-va, Quinze-et-le-va, Trent-et-le-va, &c.* is extremely to the *Punter's* Profit, who by the Advantage of the Multiplication must raise his *Couch*, or Stake (if he be so couragious to make it valuable) to a very extraordinary Sum: And if he be so befriended by Fortune to bring it to *Soissant-et-le-va*, he is very likely to break the Bank, by gaining a Sum so bulky, that, it is probable, the *Talliere* is not able to pay.

[[But

But this so rarely happens, that it is only a Decoy for the *Punter* to urge him to venture his Stake boldly : The *Talliere's* certain Advantage, for all this specious Demonstration of the *Punter's* Probability of winning, being plainly obvious and unanswerable, as shall farther appear.

Suppose *Ten*, or any other Card wins for the *Punter*, if another *Ten* comes up just after, in the winning Card's Place, it does not win for him, but for the Bank; but if it comes up three or four Cards after that, it wins for the *Punter* : If *Ace*, or any other Card wins at first, and afterwards comes up again in the next winning Card's Place, it does not go, but is said to retire; till the next Opportunity, because by the Rule of the Game it must go for the Bank before the *Punter*.

But then in Return of this, and artfully to gain the Esteem of all the young Adventurers who are apt to set their Money briskly, if the Card happens to come in the next losing Place, it does not lose, because it has not gone for the *Punter*, but also retires without paying the Bank, having won a *Couch*, which the *Talliere* saves, and should have paid.

To conclude, this Game, like the *Royal-Oak* Lottery, is of so bewitching a Nature, by reason of several specious Multiplications and

and Advantages, which, seemingly, it offers to the unwary *Punter*; that, a great many like it so well, they will play at *small Game* rather than give out; and rather than not play at all, will punt at a Six-penny, Three-penny, nay a two-penny Bank, so much the Hopes of winning the *Quinze-et-le-va*, and *Trent-et-le-va* intoxicates them; but the Judicious Player, whose Love of Gaming does not exceed his Understanding, will not engage at it, or if he does, will play so warily as not to be *drawn in*, by specious Advantages, since it is most certain that it cannot be upon the Square, and that the *Tallier* if he pays you 20 Guineas in one Night's Play, only gives you Opportunity, to lose an Hundred in another.

The FRAUDS of BASSET.

IN the Game of *Basset*, the *Cards* do not always go, as they do at *Faro*, which is called *Ne va pas*.

The *Cards* may be so played at *Basset*, as not to allow the *Punter* any Winning-Place throughout the Pack. If this be proved, then it may be justly said, that it is in the Power of the *Dealer* to let the *Punter* have as many Winning-Places as he thinks convenient and no more.

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The BASSET TABLE.

Fals - - - - -	Knave	6	Loses
Ne va pas - - - -	Knave	7	Ne va pas
Loses - - - - -	4	5	Loses
Ne va pas - - - -	Knave	5	Ne va pas, and so on
Loses - - - - -	8	7	to the Bottom
Ne va pas - - - -	8	5	
Loses - - - - -	Knave	6	
Ne va pas, and so	8	6	
on throughout	4	5	
	4	6	
	8	3	
	4	3	
	10	1	
	10	3	
	Queen	King	
	10	King	
	9	3	
	9	King	
	10	2	
	9	2	
	Queen	King	
	Queen	2	
	1	1	
	Queen	1	
	7	2	
	7	9	

This Demonstrated, the next Thing to be considered is, how these Cards must be placed to involve them into this or any other Form, which I take to be the Basis, and, rightly understood, will produce vast Variety; for Example, Suppose now for Brevity's sake, I take only 12 Cards, which is as sufficient a Demonstration, as if I made use of the whole Pack.

Cards

BASSET: 123

*Upon drawing them through my Hand
from top to bottom, they come
into this Form, viz.*

* Knave	8
* 8	Knave
Knave	8
4	8
Knave	4
Knave	Knave
4	4
8	4
4	8
4	Knave
8	4
8	Knave

Now shuffle and part every Card over and under, and they are involved according to your Intentions.

Knave, Knave, 4, Knave, 8, 8, Knave, 8, 4, 4, 8, 4

Inverted thus,

Knave
Knave
4
Knave
8

8, and so on, as in the Table.

This may be performed without a second Operation, which, I hope, is a sufficient Proof that Numbers may be changed into many Forms, and from as few or as many Causes as you think proper; but remember this, That it requires pliant Fingers as much as the Harpsicord, without which you will never perform finely. From these and other preceding Rules that I have observed to you, I think really, without troubling you any farther, you may draw all Consequences to be wished or expected in a Pack of Cards.

You are to consider, that the Banker commonly Shuffles and Cuts at Basset; and in order to prove what I have often said, viz That a Pack of Cards may be changed into any Form whatsoever, and

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that even by a School-boy when the Principles are set down, I will give the following Example.

Suppose a, b, c, d — e, f, g, h to be certain Cards best known to yourself, it cannot be thought a difficult Task to join a to e, b to f, c to g , and d to h , and farther to continue to 52 in the same Order.

This was allowed a fair Way to Shuffle, and from the Consequence of this Rule you may vary ten Thousand different Ways and more: I shall instance the Changes that are in 3 Figures only to prove the Variety in a Pack of Cards, *viz.*

1 2 3

3 2 1

2 3 1

2 1 3

3 1 2

1 3 2

Six Changes.

Now if these Eight Letters (which I suppose Cards) were drawn through your Hand from top to bottom, as practised at *Faro*, then the Letters are changed to

a b

b g

c f

d e

This practised 3 or 4 times, you will readily come acquainted with the Manner, and be capable of changing Numbers to come into their appointed Places; but I shall instantly open your Eyes, and destroy the Charm; Shuffle the Cards well and take care they are not changed upon you, then bid Defiance to the Dealer.

The Sums of Money lost in *France*, at this Game, were so considerable, that the Princes of the Blood were in Danger of being undone; and after many Persons of Distinction were ruined, the Court of *France* thought fit to forbid *Basset*, as we have, above, observed. Then *Faro* was Invented and Both were soon introduced into *England*, and after 3 or 4 Years play here, it impoverished so many Families,

milics, that the legislative Power took it into their Consideration to issue out Orders, which have suppressed all common Gaming-Houses whatsoever.

The Royal Game of CHESS.

I. I SHOULD first Inform my Pupil, that this Game requires Conduct and Attention, and even good Reasoning; so that I believe it is a just Remark, that, *A Fool never played it well.*

II. It has one thing peculiar to it, which is, that the Incidents and Turns are so many, and so various, that it will be found both delightful and entertaining, even where People play for nothing; which can hardly be said of any other Game.

III. The Theatre upon which this Game is acted, is a chequered Board, half Black, and half White, painted like a *Draught-Board*, which may serve for this Use upon Occasion.

IV. The Game is performed by two little Armies drawn-up, in Order of Battle, opposite to each other; each Army is commanded by a *King*, and several *great Officers*, tho' when you come to examine them close, This *King* is no more than a *Piece of Stick*, or *Ivory*, as are *all* under his Command.

V. The *Officers* (including the *King*) consist of Eight principal Persons, who are sized

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according to their Dignity, and have their
particular Titles and Qualities.

VI. The common sort consists of Eight
Pioneers, one stands before every *Officer*; these
are called *Pawns*, and are but low of Stature.

VII. The *King* is the first, and whenever
he is Lost, the Battle is at an End.

VIII. The *Queen* is next in Degree, who
bears her Royal Husband Company in the
War; she does not only animate him with
her beautiful Aspect, but likewise defend
him when in Danger, and attack his Enemies.

IX. The two Rooks are next in Degree to
the Queen.

X. The two *Knights* are next to them, who
do great service generally in the beginning
of an Action, and are very furious for some
time; but towards the End they are not so
serviceable.

XI. There are two *Bishops* likewise (for the
Army must not be without *Chaplains*) which
are of most service towards the End of an
Action: Perhaps the Reader may think it is
to assist the dying Men, but we shall give
him to understand presently, that they have
something else to do.

XII. These in *French* are called *les Fous*,
that is, the *Fools*; but who it was that first
translated that Word for *Bishops* I cannot tell.

XIII. The next are the *Pawns*; who,
tho' they are no other than common Soldiers,
yet when they are well commanded, they
sometimes perform great Actions.

XIV. The

XIV. The Method of Drawing up this little Army; is as follows: The Eight principal Figures are to be placed in the lowest Rank of the Board, next to the Gamester, in this manner; First, the *King* upon the fourth Spot from the Corner, which is White; his *Queen* is to be placed upon the Black Spot on his Right-hand; the two *Bishops* are to stand one next the *King*, the other next the *Queen*; the *Knights* upon the sides of the *Bishops*; and the two *Rooks*, one in each Corner. The *Pawns* are placed just in the Rank before them, to serve as their Rampart: Thus the Poor are only made use of to defend the Great.

XV. The Other Army must be drawn up on the opposite End of the Board in the same manner; and lest they should not be distinguished when they come to be mixed, one Army is always clothed in *Black*, the other in *White*.

XVI. The *King* is very grave and solemn in his Pace, so that it may be said, he moves with a great deal of Majesty; his March is slow, and he only moves from one Chequer to another; forward in a Line, or sideways in a Line, or backward in Line.

XVII. If he meets with any Scout of the Enemy's in his way, he may take him Prisoner, and Place himself where he stood; and when it is his turn to move again, he may go backwards, sideways, or retire.

XVIII. You must observe, that the Gamesters must move by Turns, as they do at *Draughts*.

XIX. Some maintain, that the *King* may at his first Motion go over three Chequers at once, either forwards or sideways, or take an indirect Jump, as the *Knight* does, which shall be explained hereafter; but the Game is scarce ever played so, for these quick Motions do not seem consistent with the Stateliness of a King. The most he can do, as it is now played, is to pass over one Chequer the first Motion; but after that, he can only move from Chequer to Chequer, in the manner before described.

XX. The *Queen*, according to the Lightness of her Sex, may pass from one end of the Board to the other at one Movement, either in a Line forward, or in a Line sideways, provided the Passage be clear; and if any of the Enemy stand in her way, she may take him Prisoner, and stand in his place. By this you may see the *Queen* is her Royal Consort's best Defence, and is generally most forward to attack the Enemy.

XXI. The *Bishop* has a Motion hard to be described upon Paper; it is neither directly forward, nor altogether sideways, but betwixt both; it is an oblique Movement, he may either move from Chequer to Chequer, or run along a whole Row, according as he sees his Advantage to snap an Enemy.

XXII, One

XXII. One *Bishop* stands upon a black Chequer, and the other upon a White; he who stands upon the Black, moves upon a black Row, and never touches the White; he that stands upon White, never touches Black.

XXIII. The *Knight* has but one way of moving, which is a very odd one; so he jumps from Black to White, and from White to Black: In this Motion he jumps over 1 Chequer, not directly forward, but moves in the the Form of a Demicircle; and if one of the Enemy should stand next to him he can (to shew his Agility) jump over his Head.

XXIV. An *Officer*, or a *Pawn* of the Enemy's, may stand next to a *Knight* or a *Bishop*, without danger for these being confined to One way of moving, can hurt nothing but what lies directly in That way.

XXV. The *Knight* (as is before observed) is of great use in the beginning of the Battle; for very often he makes a Passage thro' the Enemy's Army, and forces his way up to the *King*, whom he attacks, and to whom he gives *Cheque-Mate*; but at the latter end of an Action, he has not the same Opportunities, of exercising his Valour: Therefore the best Play is to employ him at first.

XXVI. Giving the *King* *Cheque-Mate*, is putting him in Danger; for it must be observed, that whenever the King's Person is in danger of being taken by the Enemy, out of Respect to *Royal Majesty*, notice must be given him by saying *Cheque*, that so he may either retire, or cover himself with some of
his

his Men; for when he is taken, his Army is lost, and there is an end of the Game.

XXVII. If those who put the Enemy's King into this Danger, should omit saying *Cheque*; they cannot take him.

XXVIII. The Motion of the *Rooks* is in a direct Line every way; they can neither cross the *Chequers*, as the *Bishops* do, nor hop like the *Knights*: They may either move from *Chequer* to *Chequer*, or else as far as the Passage is clear. If any of the Enemy stands in their way, to interrupt their March, they may take him Prisoner, and stand in his Place, as all the others must when they take a Prisoner, till the next Movement. They are placed one at one Corner, and the other at another Corner of the lowest Row, in the same Rank with other Commanders. Thus they defend the Flanks of the Army, and guard the Quarters of the King and his Officers; but they are seldom put upon Action till after several Skirmishes and Repulses: They generally do more Service than any, except the *Queen*.

XXIX. The eight *Pawns* are placed in the Rank before the Commanders, one before each Officer. At their first Movement they may, if it be thought necessary, pass over two *Cheques* reckoning That they come from, for one; after that, they can only move from *Chequer* to *Chequer* in a direct Line forwards: But if one of the Enemy should stand next to one of 'em in an oblique manner, they may take him. And if with the hazard

zard of his Life, any of them should make his way up to the first Rank of the Enemy, he is immediately preferred, and made an Officer; and the *King* may prefer him to the Post of any Officer he has lost. If the *Queen* herself had been taken Prisoner, she must be exchanged for this *Pawn*.

XXX. As to the Method of playing your Men at *Chefs*, it is impossible to give any Directions; for That depends upon Fancy, or a Man's particular Design at Play: And the Occurrences that happen, and the various Disposition of the Enemy, will often force you to change your Measures.

XXXI. The great Error of those who are not very perfect in this Game, is, That they are apt to play too Open at the beginning of the Game, as if they apprehended no Danger while the Enemy's Army is at a Distance: But they should remember, that The *Queen*, a *Bishop*, and a *Rook*, can take a Prisoner from one end of the Board to the other, if he lies uncovered.

XXXII. After some Movements, you will find it impossible to proceed without exposing your Men or Officers; therefore your good Players will give up an Inferior Officer, to take a Superior one, from the Enemy. For Example, you should play your *Knight* just in the Jaws of a *Rook*, provided you had placed another Officer in Ambuscade to surprize him.

XXXIII The

XXXIII. The best Players always endeavour to get behind the Enemy, in order to attack the *King*, and give *Cheque-Mate*; that so by this means they may either Take him, or Block him up, and so win the Game.

XXXIV. There are two Ways of Chequering the *King*: The *First* is, a *Simple Chequer*, when the *King* can either retire out of Danger, or cover himself with an Inferior Man, or take that Man who Cheques him.

XXXV. The *Second* is, when the *King* is so Besieged and Over-powered, that he can neither move, nor defend himself, nor cover himself with another: This is called *Cheque-Mate*, in which Case, the Game is lost.

XXXVI. This is all that can be said towards teaching the Game of *Chess*; and you may perceive, it requires Reason and good Conduct. It is a just Remark, That whoever is a good *Chess* Player, cannot but make a good General of an Army, wherein there is room for an infinite Number of fine Stratagems and Turns. It is very different from most other Games, which are tiresome and fatiguing, unless the Lucre of what you play for draws your Attention.

The Game of *Chess* is an Entertainment for Men of Sense, who without running the hazard of those unhappy Events, which sometimes attend high Play, may find an agreeable Amusement, without Charge or Danger.

THE
Compleat Gamester.

PART II.

W H I S T, *

(Vulgarly called W H I S K.)

THIS is a very ancient Game among us; and is said to be the Foundation of all the *English* Games upon the Cards.

Very few Persons play correctly at it; though there are many Pretenders, who are the easiest to be made, and generally are made, the greatest Bubbles.

Considerable Sums of Money are played away at this Game; which has put Sharpers upon Inventions to deceive and cheat unwary Players, as will be shewed in the Sequel.

Formerly it was usual to deal 4 Cards together; but it is demonstrable there is no

* The Original Denomination of this Game, is *Whist*: Or, The *Silent* Game at Cards.

Safety in that Method ; but now the Cards are dealt round 1 and 1 at a Time, as the securest an best Way.

In playing your Cards you must have Recourse altogether to your own Judgment ; and tho' you have but mean Cards in your Hand, yet you may (by observing the Course of the Cards) play them so suitable to those in your Partner's Hand, that he may either trump them, or play the best of that Suit on the Board.

You ought to have a strict Eye on what Cards are played out, that you may know by that Means either what to play, if you lead, or how to trump securely and advantageously. Renouncing, or not following Suit when you have it in your Hand, is very foul Play ; and he that doth it, ought to forfeit 1, or the Game upon a Game, and he that loseth Dealing, loseth 1, or a Trick, as you make it.

At *Ruff* and *Honours*, by some called *Slam*, you have in the Pack all the Duces, and the Reason is, because 4 Persons playing, having dealt 12 a-piece, there are 4 left for the Stock, the uppermost whereof is turned up, and that is Trumps. He who hath the Ace of Trumps *Ruffs*, that is, he takes in those 4 Cards, and lays out 4 ; the 4 Honours are the Ace, King, Queen, and Knave ; he who hath 3 Honours in his Hand, his

Partner

Partner not having the *fourth*, sets up 8 by Cards, that is, 2 Tricks ; if he hath all 4, then 16, that is, 4 Tricks. It is all one, if the two Partners make them 3, or 4 between them, as if one had them. If the Honours are equally divided among the Gamesters of each Side, then they say Honours are split. If either Side are at 8 Groats, he hath the Benefit of calling, Can ye? If he hath 2 Honours in his Hand, and if the other answers 1, the Game is up, which is 10 in all ; but if he hath more than 2 he shews them, which is the same Thing ; but if he forgets to *call*, after playing a Trick, he loseth the Advantage of calling for that Deal.

All Cards are of Value as they are superior one to another, as a 10 wins a 9, if not Trumps ; so a Queen a Knave, in like Manner ; but the least Trump will win the highest Card of any other Card : Where, note, the Ace is the highest.

Some play at two-handed, or three-handed *Whist*. If three-handed, always two strive to suppress and keep down the rising Man. They deal to each 12 a-piece, and the Trump is the bottom Card. The Manner of crafty playing, the Number of the Game 10, Honours and Dignity of other Cards are all alike ; and he that wins most Tricks is most forward to win the Set.

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He that can by Craft overlook his Adversary's Game, hath a great Advantage; for by that Means he may partly know what to play securely; or if he can have some petty Glimpse of his Pattner's Hand. There is a Way by making some Sign by the Fingers, to discover to their Partners what Honours they have, or by the Wink of one Eye, it signifies 1 Honour, shutting both Eyes 2; placing 3 Fingers, or 4 on the Table, 3 or 4 Honours. For which Reasons all nice Gamesters play behind Curtains.

Dealing the Cards out by 1 and 1 round, to each Person, is the best Method of putting it out of the Dealer's Power to impose on you. But we shall demonstrate, that, deal the Cards which Way you will, a Confederacy of two Sharpers will beat any two Persons in the World, tho' ever so good Players, that are not of the Gang, or in the Secret; and *Three Poll One* is as safe and secure, as if the Money was in their Pockets. All which will appear presently. The first necessary Instructions to be observed at *Whisk*, as Principals of the Secret, which may be likewise transferred to most other Games at Cards, are

Breef Cards
Corner-bend,
Middle-bend (or Kingston-Bridge.)

Of

W H I S T : Or, W H I S K. 5

Of *Breef Cards* there are two Sorts : One is a Card longer than the rest ; the other, is a Card broader than the rest.

The long Sort are such as 3, 4, 5, 6, 7, 8 and 9 ; the broad Sort are such as Aces, Kings, Queens and Knaves. The Use and Advantage of each are as follows.

E X A M P L E.

When you cut the Cards to your Adversary, cut them long, or, end-ways, and he will have a 3, 4, 5, 6, 7, 8 or 9 at Bottom. When your Adversary cuts the Cards to you, put them broad-side to him, and he will naturally cut (without ever suspecting what you do) Ace, King, Queen or Knave, &c. which is sufficient Advantage to secure any Game. It is a fine Manner, especially in the old Bett, that the Dealer does not score 2 that Deal, since shuffling is of no Signification here. And in case you cannot get Cards of proper Sizes ready made to mix with others, you may shave them with a Razor or Pen-knife from the Threes to the Nines each Side, and from the Aces to the Knaves each End ; then put them up in the same Case or Cover, and if they are done as they ought to be, they will pass upon any Body. As *Whisk* is a Tavern Game, the Sharpers generally take care to put about the Bottle

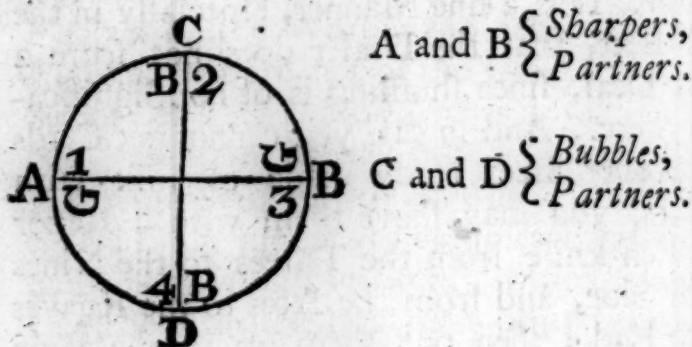
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before the Game begins, so quick, that a Bubble cannot be said to see clearly, even when he first begins to play.

The next is the *Corner-bend*, which is 4 Cards turned down finely at one Corner, a Signal to cut by.

The other is vulgarly called *Kingston-Bridge*, or the *Middle-bend*: It is done by bending your own or Adversary's Tricks two different Ways, which will cause an Opening or Arch, in the Middle, which is of the same Use and Service as the other two Ways, and only practised in its Turn to amuse you.

The next Thing to be considered is, who deals the Cards, you or your Adversary, because that is a main Point, and from whence your Advantage must arise: Suppose for Example.



After a Deal or two is formally played, A and B will begin to operate in the following Manner:

When

W H I S T : Or, W H I S K. 7

When A or B are to deal, they observe (the preceding Deal) to take up the Tricks thus :

1. *A bad Card.* 2. *A good Card.*
3. *A bad Card.* 4. *A good Card.*

[*Meaning the best and worst
that fall in that Lift.*]

When C or D deals, they must be taken up thus :

1. *A good Card.* 2. *A bad Card.*
3. *A good Card.* 4. *A bad Card.*

By this Rule it is very plain, that the best Cards fell to A and B every Deal. How is it possible therefore, that C and D should ever win a Game without Permission. But it would be deemed ill Policy, and contrary to the true Interest of A and B, to act thus every Deal : I will therefore suppose it is practised just when they please, according as Betts happen in Company ; though the Rule with Gamesters, in low Life, is at the first setting out to stupify you with Wine and the Loss of your Money, that you may never come to a perfect Understanding of what you are doing. It may be truly said, that many an honest Gentleman has been

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kept a Month in such a Condition by the Management and Contrivance of a Set of Sharpers.

Now you may imagine it not in the Power of A and B to cause the Tricks to be taken up after the Manner aforesaid; but there is nothing so easy or so frequently practised, especially at Three Poll One; for in playing the Cards, the Confederates will not only take Care of their own Tricks, but also of yours; for the Cards may be so played and shovled together in such a Manner, as will even cause you to take them right yourself; and if a Trick should lie untowardly upon the Table, A or B will pay you the Compliment of taking it up for you, and say, *Sir, that's yours.*

This Operation will the more readily be apprehended by seeing it practised half a score Times; when once you are aware of it, it will otherwise (I may safely say) pass upon any Person that has not been let into the Secret. This being allowed, the next Point and Difficulty, is to Shuffle and Cut. -

I say, that either A or B are such curious Workmen, and can make a sham Shuffle with a Pack of Cards so artfully, that you would believe they were splitting them, when at the same Time they will not displace a single Card from its Order.

Now

W H I S T: Or, W H I S K. 9

Now to cut the Cards, a Bend is prepared for you to cut to, the Middle is best ; and it is Odds but you unwarily Cutt to it ; if not, *Slip* is the Word : But if you have no Opportunity to do that neither, then deal away at all Hazards, it is but an equal Bett that they come in your Favour ; if right, proceed ; if otherwise, miss a Card in its Course, and it brings the Cards according to your first Design ; it is but giving two at last where you missed ; and if that cannot be conveniently done, you only lose the Deal, and there is an End of it.

But when A or B are to cut, they make it all safe ; for then they make the *Corner-bend*, which any one, that knows, may Cut to ; a hundred Times together.

P I P I N G at W H I S K.

By *Piping* I mean, when one of the Company that does not play (which frequently happens) sits down in a convenient Place to smoke a Pipe, and so look on, pretending to amuse himself that Way. Now the disposing of his Fingers on the Pipe, whilst smoking, discovers the principal Cards that are in the Person's Hand he overlooks ; which was always esteemed a sufficient Advantage to win a Game by another Way, viz. Indeed, signifies *Diamonds* ; Truly,

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Hearts; Upon my Word, *Clubs*; I assure
you, *Spades*: But as soon as these Methods
become known, new ones are invented; and
it is most certain, that two Persons may dis-
cover to each other what Sort of Cards they
have in Hand, and which ought to be first
played, many different Ways, without speak-
ing a Word. *Talking* is not allowed at *Whist*;
the very Word implies, *Hold your Tongue*.

A L L F O U R S.

THIS Game is very much played in
Kent, from which County it derives its
Original; and tho' it be but a Vulgar Game,
great Sums have been lost at it.

It has its Denomination from 4 Cards,
called the *Highest*, *Lowest*, *Jack*, and *Game*,
which is the Set as some play it; but you
may make from 7 to 15, or more, if you
please; but commonly 11 is up.

But Two Persons play at a Time; and they
must cut for Dealing; the highest Card deals;
who delivers to his Adversary 3 Cards twice,
and to himself 3 in like Manner; and having
6 a-piece, he turns up a Card which is
Trump; if *Jack* (which is any Knave) it is
1 to the Dealer.

If he, to whom the Cards were dealt, after
looking them over, like them not, he hath
the

the Liberty of begging 1: If the Dealer refuse to give 1, then he deals 3 a-piece more; but if he then turns up a Card of the same Suit, he deals on, till he turns up a Card of another Suit.

Here note, that an Ace is 4, a King is 3, a Queen is 2, a Knave 1, and a Ten is 10.

Now you must play your Cards; not any Method is to be prescribed; it must be according to the Cards you have in your Hand, managed by your Judgment to the best Advantage.

Having played your Cards, if you are *Highest* and *Lowest* of what is Trumps, you reckon 2, if you are only *Highest* but 1, and the like of *Jack* and *Game*. Sometimes you are *Highest*, *Lowest*, *Jack*, and *Game*; and then you must reckon 4. The *Game* is he that tells most after the Cards are played; and therefore a *Ten* is a very significant Card; which crafty Gamesters know so well, that they will frequently take out of a Pack of Cards 2 *Tens*, and hide them contrary to the Knowledge of the other; which is a great Advantage to this foul Player, if he play of the same Suit as these *Tens*, he hath absconded; for it must of Necessity secure him from losing the Game.

He who wins *Jack*, wins 1 also: And furthermore observe, that for Advantage revoking

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voking is allowable, if you have Trumps in
your Hand to trump it.

Some make 31 up at this Game : Then if
the Dealer turns up an *Ace* it is 4, a *King* 3,
a *Queen* 2, and a *Knave* 1, a *Ten* still con-
tinuing the best Card.

C R I B B I D G E.

THIS is likewise a Game only played
between two Persons. *Sixty and one*,
is the Number up.

Here too the Dealer has an Advantage ;
and, upon cutting, he who has the least
Card deals.

The Cards are dealt out 1 by 1 ; the
Number 5 a-piece ; the Remainder of the
Pack (the whole being used) are laid down
on the Table.

Each Party plays according to his Dis-
cretion, this being a Game of Judgment.

He that deals, makes out the best Cards
he can for his *Crib* ; and the other the worst :
The *Crib* consists of 4 Cards, two a-piece,
which they lay out upon the Table ; and
then they turn up a Card from the Pack,
and each of them may make use of that
Card ; and when they have played out their
5 Cards, and set up with Counters their
Games,

Games, the *Crib* is the other's the next Deal ; and so they take it by Turns.

The Value of the Cards is thus : Any 15 upon the Cards is 2, whether 9 and 6, 10 and 5, King and 5, 7 and 8, &c.

A *Pair* is 2, a *Pair-Royal* 6 ; a double *Pair-Royal* 12 ; *Sequences of 3*, is 3 ; *Sequences of 4*, is 4 ; *Sequences of 5*, is 5 ; &c. and so a *Flush of 3*, is 3 ; a *Flush of 4*, is 4, &c. *Knave-Noddy*, is 1 in Hand, and 2 to the Dealer ; that is, if you have a *Knave* of that Suit which is turned up, it is *Knave-Noddy*. A *Pair of Aces, Kings, Queens, Knaves, Tens, &c.* is 2, *Three Aces, Kings, Queens, &c.* is a *Pair-Royal* ; a double *Pair-Royal* is 4 *Aces, 4 Kings, 4 Queens, &c.* and is 12 Games to him who hath them.

Having looked on your Cards, you count your Game after this Manner : Suppose you have in your Hand a 9 and 2 Sixes ; after you have laid out 2 Cards for the *Crib*, which makes you 6 Games, because there is 2 Fifteens and a *Pair*, by adding your 9 to the 2 Sixes, and if a 6 chance to be turned up, then you have 12 Games in your Hand ; for tho' you must not take the turned up Card into your Hand, yet you may make what Use you can of it in counting ; so that the 3 Sixes makes you 6, being a *Pair-Royal*, and the 9 added to every 6, makes 3 Fifteens, and 6 more added to the Former, makes 12, which

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which you must set by with Counters, or
otherwise, your Opponent may know what
you are, tho' you may not see his Cards, nor
he yours: If you think he plays foul by
reckoning too much, you may count them
after the Hand is played.

Thus when you have set up your 12,
your Opposite, it may be, hath 4, 5, and 6,
in his Hand, that is 2, because of *Sequences*
of *Three*; then it is 2 more, because it is 4, 5,
and 6; again, taking in the counting 6 that
is turned up, that is in all 4, then there is 15
and 15; for 4 and 5 is 9, and 6 is 15; and
then with the 6 turned up, it is 15 more,
which makes 8 Games. This he likewise sets
up, keeping his Cards undiscovered. Ob-
serve, he, who does not deal, sets up 3 in
Lieu thereof, and plays first: Suppose it is a
6; if you have a 9 play it, that makes 15,
for which set up 2; the next may play a 4,
which makes 19, you a 6, which is 25, and
he a 5, that is 30; you being not able to
come in, having a 6 in your Hand, he sets
up 1, (for it is 31 you aim at in playing
the Cards,) because he is most, and 2 for *Se-*
quences, 4, 5, and 6, which were his 4, after
the 15, your 5 and his 6, and that doth not
hinder them from being *Sequences*, tho' the
6 was played between the 4 and the 5; but
if an *Ace*, 9, *King*, *Queen*, or the like, had
been played between, they had been no *Se-*
quences;

quences ; so the 2 for the *Sequences*, and the 1 for 30 being most (as -at *One* and *Thirty*) makes him 3, which he must set up to the rest of his Game ; and in this playing of the Cards, you may make *Pairs*, *Sequents*, *Flushes*, *Fifteens*, *Pair-Royal*, and double *Pair-Royal*, if you can, tho' that is rarely seen.

Lastly, you look upon your *Crib*, that is, the 2 Cards a-piece laid out at first, which is the Dealer's ; if he finds no Games in them, nor Help by the Card that was turned up, which he takes into his Hand, then he is bilked, and sometimes it so happens that he is both bilked in Hand and *Crib*. Thus they play and deal by Turns till the Game of 61 is up.

Note, if you get the Game before your Adversary is 45, you must then say, *I have lunched you* ; and that is a double Game, for whatever you played, whether a lesser, or a greater Sum.

P U T.

PUT is the ordinary Rooking-Game of every Place ; and seems, by the few Cards that are dealt, to have no Difficulty in the Play ; but there is great Craft and Cunning in it.

If

If you play at either two, or three-handed *Put*, the best *Put-Card* deals. Having shuffled the Cards, the Adversary cuts them; then the Dealer deals 1 to his Antagonist, and another to himself, till they have 3 a-piece: 5 up, or a *Put* is commonly the Game. The Eldest, if he hath a good Game, and thinks it better than his Adversary's, *Puts* to him; if the other will not, or dare not *see* him, he then wins 1; but if he will *see* him, they play it out, and he who wins 2 Tricks, or all 3, wins the whole Set; but if each win a Trick, and Third tied, neither win, because it is Trick and Tye.

Sometimes they play without *Putting*; and then the Winner is he that wins most Tricks. In playing keep up your Cards very close; for the least Discovery of any one of them, is a great Advantage to him who sees it.

This Game consists very much in *daring*; for a mettled Gamester will *Put* boldly upon very bad Cards sometimes, as upon a 5, 7, and a 9; the other thinking there are good Cards in his Adversary's Hand, having very indifferent ones in his own, dares not *see* him; and so by going to Stock, loseth 1. He who once hath the Confidence to *Put* on bad Cards, cannot recal his *Putting*, by which Means he frequently pays for his Bravado.

The

The best *Put-Cards* are, first, the *Tray*, next the *Duce*, then the *Ace*; the rest follow in Preheminence, as *King*, *Queen*, *Knave*, *Ten*, and so onwards, to the *Four*, which is the meanest Card at *Put*.

The Cheats at *Put* are done after this Manner:

For *Cutting*, to be sure of a good *Put-Card*, they use the *Bent*, the *Slick*, and the *Breef-Cards*, as we have already observed in *PICQUET*.

L U E.

THIS Game may be played several Ways; but we shall insist on the usual Method only.

You list for Dealing; and the best Card carries it: As many may play as the Cards will permit; to whom must be dealt 5 a-piece, and then turn up Trump. Now if three, four, five, or six Persons play, they may lay out the Threes, Fours, Fives, Sixes, and Sevens, to the Intent they may not be quickly *lued*; but if they would have the *Lue* come fast about, then play with the whole Pack.

Having dealt, set up 5, either with Chalk, or Counters; and then proceed in your Game.

He

He who is eldest Hand hath the Privilege of passing by the Benefit thereof, that is; he hath the Advantage of hearing what every one will say, and, at last, may play, or not play, according as he finds his Game good or bad. If the Eldest says he passes, the rest may chuse whether they will play, or no.

Trumps, as at *Whist*, are the best Cards; all others in like Manner take their Precedency from the highest to the lowest.

You must not *Revoke*; if you do, you pay all on the Table. If you play, and are *lued*, (that is, win not one Trick,) you must lay down to the Stock so much for your 5 Cards, as you played upon every one of them.

Every Deal, rub off a Score; and for every Trick you win, set up a Score by you, till the first Scores are out, to remember you how many Tricks you have won in the several Deals of the Game.

All the Chalks for the Game being rubbed out, tell your own Scores, and for so many Scores or Tricks which you have won, so much as they were valued at in the Game, so much you must take from the Stock: Thus must every one do according to the Number of Tricks he hath won.

Observe, That he who hath 5 Cards of a Suit in his Hand, *lues* all the Gamesters then

then playing, be they ever so many, and sweeps the Board; if there be two *lues*, he who is Eldest Hand hath the Advantage.

As there is Fraud in all Games, so in this, for Example, If one of the Gamesters have 4 of a Suit and he wants a fifth, he may for that fifth make an Exchange out of his own Pocket, if he be skilled in the cleanly Art of Conveyance; if that fail, some make use of a Friend, who never fails to do him that kind Office. There are other Frauds to be performed, which we shall omit; since it is not our Business to teach you how to Cheat, but so to play as not to be Cheated.

B R A G.

AT this Game, the whole Pack is dealt round the Table to all who are desirous to share in the Gain and Diversion. As many play at it as the Cards will hold out to supply; he dealing 3 a-piece to each of the Gamesters at one Time, turning up the last Card all round, belonging to every one present.

Each Gamester is to put down 3 Stakes, one for each Card, as much, or as little as the Humours of the Company will consent to;

to; whether 3 Guineas, 3 Crowns, 3 Shillings, 3 Sixpences, or what other Stakes, according to their Qualities and Purposes, is thought convenient: And this being done, the Manner of playing the Game, is as follows:

The best Card turned up in the Dealing round, in its Degree, beginning from *Ace*, *King*, *Queen*, *Knave*, and so downwards, thro' all the Cards of the Players, wins the first Stake; and the Person who has the Luck to have it dealt him, is to demand it from the rest; who pay it accordingly, unless the *Ace* of *Diamonds* be turned up amongst them; which if shewn, by a Superior Authority in the Game, is to be preferred, and wins the Stake. And observe, that tho' the Eldest Hand, who has an *Ace*, carries it from the rest by a kind of Descent, yet the *Ace* of *Diamonds*, by the aforesaid Authority, even in the Youngest Hand, which is the last Card that is dealt, wins the Stake from any other turned up before.

The next principal Matter, and the main Thing by which the second Stake is to be won, is called the *Brag*, which, by the Ingenuity of its Managment, gives the *Game* its Denomination. The Nature of it is, that you are to endeavour to impose upon the Judgment of the rest who play, and

and particularly on the Person who chiefly offers to oppose you, by boasting of Cards in your Hand, whether *Pairs - Royal*, *Pairs*, or others, that are better than his or hers who plays against you: The best Cards you can have really to brag of, are a *Pair-Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair-Royal* of any Sort winning from any *Pair* of the best Sort, as a *Pair* of any Sort wins of any other Cards that are not *Pairs*.

But here you are to observe, that the witty ordering of this *Brag*, is the most pleasant Part of the Game; for those who by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes a *Pair* of *Fives*, *Trays*, or *Duces*, in such a Hand, with the Advantage of his composed Countenance, and subtle Manner of over-awing the other, shall *out-brag* a much greater *Pair-Royal*, and win the Stakes with great Applause and Laughter on his Side from the whole Company.

The *Knave* of *Clubs* is here, as principal a Favourite, as at *LUE*, and makes a *Pair* with any other Card in Hand, or with any other two Cards a *Pair-Royal*, and is often in this Game very necessary, to advance the Credit of the *Brag*, to him who has the Assurance

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Affurance of imposing upon the Company; and by such convenient Confidence, the Advantage of winning the *second Stake*.

The *third Stake* is won by the Person who first makes up the Cards in his Hand 31, each *Ace, King, Queen, Knave, &c.* going for 10, and drawing from the Pack, as is usual in that Game: Or, instead of the 31, if his Fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw, as he pleases, according as he finds it convenient, by the Cards that are in his Hand; for if he draws *out*, he loses his *third Stake*.

Some very nice Players at this Game, make the *Nine of Diamonds* a *second Favourite Card*, with the *Knave of Clubs*, to make a *Pair-Royal of Aces*; so that those two joined with one natural *Ace*, shall win from any *Pair-Royal of Kings, Queens, Knaves*, or any other Cards, but a *Pair-Royal of natural Aces*.

The Person who is so lucky to win all the 3 Stakes, is to be rewarded by the whole Company of Gamesters round the Table, with 3 Stakes more, if they play the Strictness of the Game; which necessarily makes the Winnings and Losings amount to a considerable Sum of Money. But very often our Modern Gamesters wave
this

this Particular, and out of a decent Regard to their Pockets, content themselves with the Satisfaction of the Pleasure of the *Brag*, rather than trust to the uncommon good Fortune of winning the 3 Stakes, from the rest of the disappointed Company.

The Deal is to go round from Person to Person; and by the different Management of the *Brag*, you may find very great Diversion, some doing it so awkwardly, with so little Cunning, and so ill an Address, that the Defects or Value of their Game will presently be discovered; whilst others with a more artful Assurance, and by their subtle Management, will wittily banter and impose upon their Adversaries, and seldom fail of their designed Profit.

It is not fair for any of the Gamesters, that sit near him who makes the *Brag*, to peep into his Hand, or by any mute Sign or Token to give the Opposer any Knowledge of the Cards that he has in his Hand; because it may chance that the Oppositions, natural to this Game, may draw on a considerable Sum of Money to be staked down, each of the two who are concerned, valuing his own Cards, and lessening those of his Antagonist, as he thinks he has Reason,

A very

A very notable Damage, occasioned by one Person's peeping into another's Hand, I once chanced to be a Spectator of.

Some Gentlemen and Ladies were playing at this Game, when one of the Gamesters, who seemed to be very skilful at the Game in general, but more particularly so, at the subtle Management of the *Brag*, and by his artful Method and cunning Manner of Behaviour, had induced his Competitor to believe that he resolved to *out-brag* him upon very low and insignificant Cards; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise than he imagined, having been dealt 2 natural *Aces*, and the *Knave* of *Clubs*, which, joined with the other 2, made the greatest *Pair-Royal* that could then possibly be dealt, and consequently proper to win also the greatest Stake that could be laid; he kept his Countenance demure, and with a Gesture neither overjoyed nor desponding, made a *Brag* of Half a Crown; the other who had in his Hand a *Pair-Royal* of *Kings*, and, as afterwards was discovered, had, thro' the Imprudence of the Dealer, casually seen an *Ace* or two given about to other Gamesters, thinking himself also as secure as possible, answers with a Crown; his Antagonist then sets Half a Guinea, and the Opposer, immediately

ately a whole one, and vying with each other, till the same amounted to Ten Pounds, when as ill Fate, for one of them, would have it, a too curious *Impertinent*, of the Female Kind, who sat next to him that had the *Aces*, having a furious Itch upon her to know whether his repeated *Brag* was upon a sure Foundation, or not, could not forbear covertly peeping into his Hand, and at the View was so surprized, that on a sudden she, by a violent Shriek, gave the Gamester, with the *Pair-Royal* of *Kings*, Warning of his unavoidable Loss, giving him Reason to cease the *Brag*, and thereby lose the Game.

G L E E K.

DUGES and *Trays* must be cast out as useless in this Game; then lifting for the Deal, the least Card deals. It is played but by Three Persons only.

The Dealer delivers the Cards by 4, till every one hath 12, and the rest are laid on the Table for the Stock, being in Number 8; whereof 7 are bought, and the *Ace* is turned up; the turned up Card is the Dealer's; and if it be *Tiddy* turned up, is 4 a-piece from each to the Dealer.

C

The

The Ace is called *Tib*, the Knave *Tom*, the 4 of Trumps *Tiddy*; *Tib*, the Ace, is 15 in Hand, and 18 in Play, because it wins a Trick; *Tom* the Knave, is 9, and *Tiddy* is 4, the fifth *Towser*, and sixth *Tumbler*; which, if in Hand, *Towser* is 5, and *Tumbler* 6, and so double if turned up; and the King and Queen of Trumps is 3.

The Eldest Hand bids for the Stock, in Hopes of bettering his Game, tho' sometimes it makes it worse: The first Penny you bid is 12, 13, and so on; if at 16, they say, *take it*, and none will venture more for it: He is bound to *take it*, that is, *taking in 7 Cards*, and *putting out 7* in their Stead, and must pay besides 8 to one, and 8 to the other of the Gamesters for buying: If any odd Money be given, as 15, 17, or the like, the Eldest Hand usually claims it, or else it is given to the Box; but if he have *Murnival*, *Gleek*, or *Tiddy* in his Hand, after he hath taken in the Stock, he bates for them all, and so possibly may gain by it, if he have a good Hand, and pay for his buying 2.

Observe, if *Tib* be turned up, it is 15 to the Dealer, in reckoning after Play; but he must not make use of it, in Play, being the Trump-Card; for then it would make him 18, because it wins a Trick, which is 3 more.

Next

Next you speak for the *Ruff*; and he who hath most of a Suit in his Hand wins it, unless some of the Gamesters have 4 Aces, and then he gains the *Ruff*, tho' you have ever so many of a Suit in your Hand. If any wins a *Ruff* and forgets to shew it before a Card is played, he loses it; and he who shews any for a *Ruff* after, shall have it.

The first, or Eldest says, *I will vie the Ruff*; the next says, *I will see it*, and the third, *I will see it and revie it*: *I will see your Revie*, says the first, because he hath as many in his Hand as another; the Middle probably says, *I will not meddle with it*; then they shew their Cards, and he who hath most of a Suit, wins a Stake, according to the Game of him that holds out longest, and 4 of the other, who said he would *see* it, but after refused to *meddle* with it; but if any of the 3 Gamesters declare that they have not any Thing to say, as to the *Ruff*, he pays but a Stake; and if the Eldest and Second Hand pass the *Ruff*, the Youngest hath Power to double it, and then it is to be played for the next Deal; and if any forgets to call for the double *Ruff*, it is to be for the next Deal after that.

Sometimes one of the Gamesters, having all of a Suit in his Hand, bids *high* for the *Ruff*, and the other having 4 Aces, is resolved to bid *higher*, so that it sometimes amounts

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to 16 and more; then *I will see it, and revie,*
saith one; *I will see it, and revie,* saith
another; that is 8 to the Winner, and all
above is but 2 at a Time, as it may be, they
will say, *I will see it, and revie it again,*
and I will see that and revie it again, saith
another, for which *Seeing* and *Revieng* they
reckon but 2 after it is once come to 8; but
he who has the 4 Aces carrieth it clearly,
as aforesaid.

Buying or *Bidding* for the *Ruff*, is when
you are in Likelihood to go in for *Murni-*
val, *Gleek*, or Increase of Trumps, that so
if you have bad Cards, you may save your
Buyings and your Cards too; whereas other-
wise you may lose all.

If you call for either *Murnival* or *Gleek*,
and have laied them out in the Stock, if you
are detected, you forfeit double what you
receive.

Sometimes out of Policy, or a Vapour,
they will *vie*, when they have not above 30
in their Hands, and the rest may have 40 or
50, and being afraid to *see* it, the first many
Times wins out of a meer Bravado; and this
is good Play, tho' he acquaint you with it
hereafter.

A *Murnival* of Aces is 8, of Kings 6, of
Queens 4, and a *Murnival* of Knaves 2 a-
piece.

A *Gleek*

A *Gleek* of Aces is 4, of Kings 3, of Queens 2, and of Knaves 1 a-piece, from the other 2 Gamesters.

A *Murnival*, is either all the Aces, the 4 Kings, Queens, or Knaves; and a *Gleek* is 5 of any of the aforesaid.

Observe, 22 are your Cards; if you win nothing but the Cards that were dealt you, you lose 10; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Murnival*, nor *Gleek*, you lose because you count as many Cards as you had in Tricks, which must be few, by Reason of the Badness of your Hand; if you have *Tib*, *Tom*, *King*, *Queen* of *Trumps* in your Hand, you have 30 by *Honours*, that is 8 above your own Cards, besides the Cards you win by them in Play. If you have *Tom* only, which is 9, and the *King* of *Trumps*, which is 3, then you reckon from 12, 13, 14, 15, till you come to 22, and then every Card wins so many Half-pence, Pence, &c. as you played for; if you are under 22, you lose as many.

Here note, that before the Cards are dealt, it is requisite to demand, whether the Gamesters will play at *Tiddy*, or leave it out, it being a Card that is apt to be forgotten; and know that it is looked upon as very foul Play to call for a *Gleek* of *Kings*, *Aces*, *Queens*, or *Knaves*, when the Person hath but 2 in Hand. If you discard wrong, *i. e.* lay out
 C 3 but

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but 5 or 6 Cards, if you call for any *Gleek*
or *Murnival*, you lose them all, if it be found
out that you discard. Let this suffice for
this noble and delightful Game or Re-
creation.

FRENCH-RUFF.

AT this Game you must cut for Deal ;
most, or least, carries it, according
to the Agreement of the Gamesters.

Two Persons may play 4 or 6 on a Side :
Dealing to each 5 Cards a-piece ; either 2
or 3 at a Time, according to Pleasure,
and he who deals turns up Trump : The
King is the highest Card at Trumps, the
Queen is next, the *Knave* next, and next
the *Ace*, and all other Cards follow in
Preheminency, according to the Number of
the Pips ; but all small Trumps win the
highest of any other Suit.

Having turned up Trumps, he who hath
the *Ace* must take the *Ace* turned up, and
all other Trumps which immediately follow
it, if so agreed among the Gamesters, laying
out so many Cards as he took up in Lieu
thereof.

After this they play. To win 2 Tricks
signifies nothing, to win 3 or 4 wins but 1,
but to win 5 is the winning of 5.

If

FRENCH-RUFF. 31

If you play at *Forfat*, (which is, the Rigour of the Play,) he who deals wrong loseth 1 and his Deal. You are bound to follow Suit, and if you renounce, you lose the whole Game, if you so make it, otherwise but 1 or 2, according to Agreement.

He who plays a Card that is trumped by the Follower, if the next Player hath none of the former Suit, he must trump it again, tho' he hath not a Trump in his Hand that can win the former Trump, and so it must pass to the last Player.

All the Players round are bound to win the highest Trump played if they can. Here note, he who playeth before his Turn, loseth 1, unless it be the last Card of all.

FIVE-CARDS.

THIS is an *Irish* Game, and is much played in that Kingdom for considerable Sums of Money. There is little Analogy between this and *All-Fours*.

But 2 Persons can play at it, and there are dealt 5 Cards a-piece. The least of the *Black*, and the most of the *Red* wins. The *Ace of Diamonds* is the worst of the whole Pack, unless it prove to be Trump.

The 5 Fingers (*alias* 5 of Trumps) is the best Card in the Pack; the *Ace* of *Hearts* is next to that, and the next is the *Ace* of Trumps; then the *Knave* and the rest of the Cards are best, according to their Value in Pips, or as they are Trumps.

Before you play, ask, *whether he will five it*, if he speaks affirmatively, turn up the next Card of the Pack under that first turned up, and that must be Trumps; if not play it out: He who wins most Cards, wins 5, but he that wins all, wins 10.

Observe, that the *Ace* of *Hearts* wins the *Ace* of Trumps, and the *Five-Fingers* not only wins the *Ace* of Trumps, but also all other Cards whatever.

Casfly COLOURS.

THIS Game is likewise to be played at only by Two Persons, of which the Eldest is to play first, as in other Games. You must deal off 3 a-piece, and turn up the next Card following; the Eldest is to take his Choice whether he will *Mogg* (that is, change a Card, or no;) and whosoever refuseth, is to give the other 1 Chalk or Hole, of which generally 61 makes the Game. Then must the Eldest play, and the

the other, if he can, must make it up 15 ; for which he shall set up as many Holes, or Chalks, as there are Cards on the Table ; so likewise for 25 ; and also as many Cards as are played to make up 30, no more or less, so many Chalks may be set up who played last, to make up 31 ; and if 31 be not made, then he who played last, and is nearest 31 without making out, must set up 1, which is called, setting up 1 for the latter.

This being done, the Eldest must shew how many Chalks he hath in his Hand to set up, and after him the Youngest, which they must reckon in this Manner, taking Notice both of the Colour and Number of the Pips upon the Card turned up, of those in their Hands, still reckoning as many for all the 15 and 25, as there go Cards to make the Number ; and if you have it by Chance in your Hand, and with the Card turned up, 31, then you must set up 4 for that. You must also set up, if you have them in your Hands, or can make them so in the Card turned up, as followeth, 2 for a Pair, be they either Coat-Cards, or others ; 2 for a Knave, and if a Knave of the same Colour and Suit of the Card turned up, then you must set up 4 ; and so for a Duce 4, if it be of the same Colour turned up. If you have 2 of,

C 5

Sort,

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Sort, either Threes, Fours, Fives, Sixes, or Coat-Cards, you must set up 9, and this is called a *Pair-Royal*: Now if they are all either Hearts, Diamonds, or the like, then you must set up 6 for *Costly-Colours*. If you have 3 of a Colour, you can reckon but 2 for Colours.

Whosoever dealt, if he turned up either Duce or Knave, he must set up 4 for it; as for Example, imagine you had dealt your Adversary 3 Cards, *viz.* the 5 of Hearts, 4 of Hearts, and 8 of Hearts; to your self the Duce of Hearts, 7 of Clubs, and 9 of Hearts. Lastly, you turn up a Card, which is the Knave of Hearts, for which you must set up 4; then because he will not ask you to change 1, he gives you 1, which you must set up, and then he plays; suppose it be his 5 of Hearts, you then play your 7 of Clubs, which makes 10, then he plays his 8 of Hearts, which makes 20; then you play your 9 of Hearts, which makes 29; and because he cannot come in with his 5 of Hearts, you must play your Duce of Hearts, which makes you 31. For your 5 you must set up 5, then he must set up what he hath in his Hand, which you will find to be but 6, for he has not any Thing in his Hand, but *Costly-Colours*. Then must you set up your Games, which are, first, 2 for your 9 of Clubs, and 9 of

Costly COLOURS. 35

of Hearts, which make 15, then that 15, and the Knave turned up, makes 25, for which set up 3; then for your Duce of Hearts, which is the right, set up 4, and 3 for *Colours*, because you have 3 of a Sort in your Hand, with that turned up; now these, with the 5 you got in playing for 31, makes you, this Deal, with the Knave turned up, and the Cards in your Hand, just 20. Many other Examples might be given, but that is needless since this *one* is sufficient to direct you in all *others*. Thus much for *Costly*-COLOURS.

B O N N E - A C E.

THIS Game you may look on as trivial, and very inconsiderable; and so it is, by Reason of the little Variety therein contained. But because Persons of Quality have played at it for their Diversion, we will briefly describe it, and the rather, because it is a licking Game for Money.

Seven or eight Persons (or as many as the Cards will permit) play at one Time. In the lifting, the least Card deals, which is a great Disadvantage; for that makes the Dealer Youngest Hand.

The

The Dealer deals out 2 to the first Hand, and turns up the *third*, and so goes on to the next, *third, fourth, fifth, &c.* He who hath the Highest Card carries the *Bonne*, that is, *half* of the Stake, the other remaining for the Game; now if there be 3 Kings, 3 Queens, 3 Tens, &c. turned up, the Eldest Hand wins it. The Ace of Diamonds is *Bonne-Ace*, and wins all other Cards whatever. Thus much for the *Bonne*; afterwards the nearest to 31 wins the Game, and he who turns up, or draws to 31, wins immediately.

WIT and REASON.

THIS Game seems very easy at first to the Learner, but in his Practice and Observation he will find it otherwise. It is a Game something like 31, and is thus played.

Two playing together, the *one* hath all the *red* Cards, and the *other* the *black*: Then they turn up Cross - Pile, who shall lead; for the Leader hath a great Advantage over the other, as will be demonstrated.

You are not to play a 10 first; for if you do, you certainly lose; for 31 being the

the Game, he who first comes to it wins; now should the Leader play a 10, the Follower will play another 10, that makes 20; let the Leader then play any Thing next, the Follower will be sure to make it up 31.

He who hath the Lead, if he play a 9, may certainly win the Game, if he look about him; ever remembring to get first to 20, without spending 2 of one Sort, as 2 Duces, 2 Trays, 2 Quaters, &c. otherwise you will lose: As for Example, you play a 9 first, your Adversary plays a Duce, that makes 11, you play a 9 again, and that makes 20; thus you have played, but both Nines, wherefore your Antagonist plays a Duce; now you can play on no Card but he wins; for if you play an 8 (for you cannot come in with your 10) and you have not a 9, then he hath an Ace for 31; so if you play a 7, which makes 29, he hath a Duce remaining to make up 31, and so you may observe in the rest of the Cards.

Take this for a general Rule, that you have a very great Advantage in fetching out, by Play, any 2 of a Number, as aforesaid; as 2 Fives, 2 Sixes, 2 Sevens, &c. wherefore you must not play rashly, but with the Consideration arithmetically grounded, to make up a certain Game of 31.

To

To conclude, he who hath the Art of playing well at 31, that is, by naming such a Number, at first, and prosecuting it by such Addition of others, that his Adversary cannot think of any Number, but what shall be his Game; I say such a Man is fittest to play at this Game called WIT *and* REASON.

The ART of MEMORY.

THIS is rather a *Sport*, than a Game. Money may be won at it, but it is most commonly the *Way* to *act* the *Drunkard*. It is the best when *many* play at it; for with *few* it is no *Sport* at all: For Example; As many Persons as do play, so many Cards trebled must be thrown down on the Table, with their Faces upwards; which every one must take Notice of, and endeavour to register them in his Memory. Then the Dealer must take them all up, and shuffling them, after cutting, Deals to every one 3 a-piece.

The first, it may be, calls for a King, which must be laid on the Table, with his Face downwards by him who hath it in his Hand; the next, it may be, calls for a 10 of Spades, which must be laid down in
like

like Manner, and so it goes round; now if any one calls for what is already laid down, if they play for Liquor, he must then drink a Glass; if for Money, he must then pay a Stake, whatever the Sum be they play for.

This Sport wholly depends on the Memory; for want of which a Man may lose both his Money and his Understanding.

PLAIN DEALING.

HE who deals, hath the Advantage of this Game; for if he turn up the *Ace of Diamonds* he cannot lose: To his Adversary he delivers out 9, and but 3 to himself, then are the Cards played as at *Whist*, the best of Trumps, or other Cards wins, and but one to be gotten at a Deal. I cannot commend this Pastime for its Ingenuity, and therefore only name it, because we treat of Games in general.

Queen NAZARENE.

AS many may play at this Game as the Cards will allow, 5 Cards are dealt to every Player; the *Queen of Diamonds* is *Queen NAZARENE*, and he who hath

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hath it, demands 3 a-piece of every Player.
The *Knave of Clubs* is called *Knave-Knocker*,
and he that has it, challengeth 2 a-piece.
If Women play among Men, it is customary
for *Knave-Knocker* to kiss *Queen N A Z A-*
R E N E.

Lastly, he who lays down a *King*, the last
Card that is played challengeth 1, and be-
gins again; and he who hath first played
away his Cards, demands as many Counters
as there are Cards in the Hands of the rest.

P E N E E C H.

HAVING dealt 7 Cards a-piece, turn
up a Card, and that is Trumps. The
Ace and *Coat-Cards* of Trumps are thus rec-
koned. The *Ace* is 5, the *King* 4, the *Queen*
3, and the *Knave* 2.

Having played, he who wins the first
Trick, turns up another Card, and that is
Trumps; and so every Trick produceth a
fresh Trump, till all the 7 be played. Now
if it so happen, that what is turned up
proves an *Ace*; or *Coat-Card*, it is a great
Advantage to him who won the last Trick;
for if it be an *Ace* turned up, then he reckons
5, if a *King* 4, if a *Queen* 3, as aforesaid.

After

After all the 7 Cards are played, (which at first are dealt 1 by 1,) he who won the last Trick turns up a Card, and if it prove *Ace*, *King*, *Queen*, or, *Knave*, he reckons for it accordingly as aforesaid.

If the 7 of *Diamonds* be turned up, that is *Peneech*, and is reckoned 14 turned up, but it is but 7 in Hand, and not that neither, unless *Diamonds* are Trumps: If it be Trump, it is the highest Card, and wins all others; if it be not Trump, it wins all *Diamonds*.

Lastly, having played out all the 14 Cards betwixt you, count how many Cards you have more than your own 7 at first dealt you, and for every Card reckon 1, and so you must reckon on with the Value of your Coat-Card Trumps, with *Peneech* turned up, or in Hand, till you come to 61, which is the Game.

Note, if you have neither *Ace* nor *Face*, you may throw up your Game and deal again.

P O S T and P A I R.

P O S T and P A I R is a Game very much played in the West of *England*.

This Game depends much upon *daring*; so that some may win very considerably, who

who have the Boldness to venture much upon the *Vie*, tho' their Cards are very indifferent.

You must first stake at *Post*, next at *Pair*; after this, deal 2 Cards a-piece, then stake at the *Seat*, and next, deal the third Card about. The Eldest Hand may pass and come in again, if any of the Gamesters *Vie* it; if not, the Dealer may play it out, or double it.

The *Ace* of *Trumps*, is the best Card of all, and so on of the rest in Order. At *Post* the best Cards are 21, viz. 2 *Tens* and an *Ace*, but a *Pair-Royal* wins all, both *Post*, *Pair*, and *Seat*. Observe, that he who hath the best *Pair*, or the best *Post*, is the Winner. A *Pair* is, a *Pair* of any two, as 2 *Kings*. 2 *Queens*, &c. A *Pair-Royal* is of 3, as 3 *Kings*, 3 *Queens*, &c. The *Vie*, is what you please to venture upon the Goodness of your own Hand: or if it be bad, and you imagine your Adversary's is so likewise, then bid *high* courageously, by which Means you daunt your Antagonist, and so bring him to Submission

If the Gamesters keep in till all have done, and by Consent shew their Cards, the best Cards carry the Game. Now, according to Agreement, those who keep in till last, may divide the Stakes, or shew the best Card for it.

Observe, where the Cards fall in several Hands of the same Sort, as a *Pair*, or *Pair-Royal*,

Royal, and so forth, the Eldest Hand carries it.

BANKAFLET,

A French GAME.

AT this, the Cards must be cut into as many Heaps as there are Players, or more, if you please, and every Man lays as much Money on his own Card as he thinks fit, or on the supernumerary Heaps. So many as the Dealer's Card is inferior to, so many he pays; so many as his Card is superior to, so many he wins from.

The best Card is the *Ace of Diamonds*, the next to that, the *Ace of Hearts*; thirdly, the *Ace of Clubs*; and lastly, the *Ace of Spades*, and so the rest of these Suits in order, according to their Degree. The Knack lies in securing an *Ace*, or any other good sure winning Card; and if you mark the Cards beforehand, so as to know them by the Backside, you may then make your Advantage.

La Bete, that is, the BEAST.

A *French* Game also, and played after this Manner. The best Cards are, *King, Queen*, and so forwards. They make 3 Heaps, the *King*, the *Play*, and the *Triolet*.

To every one is dealt 5 Cards, (3, 4, 5, Persons, or more, may play at it.) Before the Cards are dealt, every one stakes to the three Heaps. He who wins most Tricks, takes up the Heap that is called the *Play*: He who hath the *King* takes up the Heap so called; and he who hath 3 of any Sort, that is, 3 Fours, 3 Fives, 3 Sixes, &c. takes up the *Triolet*.

Thus much for the *Games* on the CARDS: But for the Reader's farther Entertainment, we have now added some *diverting Fancies* upon the same; taken from the celerbated Mr. OZANAM's *Mathematical Recreations*.

SOME

S O M E
DIVERTING AMUSEMENTS
U P O N T H E
C A R D S.

I. *To find out among several Cards one, that another has thought of.*

HAVING taken out of the Pack, a certain Number of Cards, and laid them on the Table, before the Person who is to fix his *Thought* upon some particular Card, placing them in a regular Order, beginning with the Lowermost, and ranging the one above another, with their Figures and Points upwards, and counting them readily, that you may find out the Number, which for *Example*, we shall suppose to be *twelve* Cards; bid him keep in Mind the Number that expresses the Order of the Card he has *thought* of,

of, namely, *one*, if he has *thought* of the *first*, *two*, if he has *thought* of the *second*, *three*, if he has *thought* of the *third*, &c. Then lay the Cards one above another, upon the rest of the Pack, *first*, that which was shewn *first* upon the Table, and that *last* which was *last* shewn. Then ask the Number of the Card *thought* of, which we shall here suppose to be *four*, that is, the *fourth* Card in Order of laying down, is the Card *thought* of. Lay your Cards with their Faces up on the Table, one after another, beginning with the uppermost, which you are to reckon *four*, the Number of the Card *thought* of; so the second, next to it, will be *five*, and the third under that, *six*, and soon, till you come to *twelve*, the Number of the Cards you first pitched upon to shew the Person; and you will find the Card which the Number *twelve* falls to, to be the Card *thought* of.

II. Several *Parcels* of Cards being proposed or shewn to as many different Persons, to the End that each Person may think upon one, and keep it in his Mind; how to guess the respective Card which each Person has thought of.

Let us suppose there are *three* Persons in Company, and *three* Cards shewn to the
first

first Person, that he may *think* upon one of them, and these *three* Cards laid aside by themselves; then *three* other Cards held before the *second* Person, for the same End, and likewise laid apart; and at last *three* different Cards again to the *third* Person, to the same End, and likewise laid apart. This done, turn up the first *three* Cards, laying them in *three* Stations; upon these *three*, lay the next *three* other Cards that were shewn to the *second* Person; and above these, again the *three* last Cards: Thus you have your Cards in *three* Parcels, each of which consists of *three* Cards. Then ask each Person in what Parcel is the Card he *thought* of; after which it will be easy to distinguish; for the *first* Person's Card will be the first of his Heap; and in like Manner the *second*'s will be the second in his; and the *third* Person's Card will be the third in his.

III. Several Cards being sorted into three equal Heaps, how to guess the Card that any one thinks of

It is evident that the Number of Cards must be divisible by *three*, since the *three* Parcels are equal. Suppose then there are 56 Cards, by Consequence there are 12 in each Parcel; as in what Parcel is the Card *thought upon*; then put all the Heaps together, so
as

as to put that which contained the Card *thought upon* between the other *two*; then deal the 36 Cards again into *three* equal Hands, observing that Order of the *first* Card to the *first*, the *second* to the *second*, the *third* to the *third*, the *fourth* to the *first* again, and so round, dealing 1 Card at a Time, till the Cards are dealt off. Then ask again, in what Heap is the Card *thought upon*, and after laying together the Cards, so as to put that which contained the Card between the other *two*, deal off again, as you did before, into *three* equal Parcels. This done, ask once more, what Parcel the Card is in, and you will easily distinguish which is it; for it lies in the Middle of the Heap to which it belongs, that is, in this Example is the *sixth* Card; or if you will, to cover the Artifice the better, you may lay them all together, as before, and the Card will be in the Middle of the whole, that is, the eighteenth.

IV. *To guess the Number of a Card drawn out of a Picquet-Stock, consisting of 32 Cards.*

After any Person has drawn what Card he pleases, you may know how many Points are in the Card thus drawn, by reckoning every Knave *two*, Queen *three*, and King *four*, and the rest according to the *Number* of their Points; then looking upon the rest of the Cards,

Cards, one after another, add the *Points* of the *first* Card to the *Points* of the *second*, and the Sum to the *Points* of the *third*, and so on, till you come to the last Card; taking Care all along to throw out 10, when the Number exceeds it; upon which Account you see it is needless to reckon up the *Tens*, since they are to be thrown out; only you must always add 4 to the last Sum, in order to have another Sum, which being *subtracted* from 10, if it be less, or from 20, if it be more, the Remainder will be the *Number* of the Card drawn; so that if 2 remain, it is a *Knave*, if 3 a *Queen*, if 4 a *King*, and so on.

V. To guess the *Number* of the *Points*, or Drops, of Two Cards drawn out of a Pack.

Whoever draws 2 Cards out of the Pack bid them add to each of the Cards drawn, as many other Cards as his *Number* is under 25, which is a *Moiety* of the Pack, wanting 1, fixing upon each faced Card what *Number* he pleases; if the *first* Card be 10, add to it 15 Cards; and if the *second* Card laid be 7, add to it 18 Cards; so that in this *Example*, there will remain but 17 Cards in the Pack, the whole *Number* taken out amounting to 35; then taking the Remainder of the Pack into your Hands, and

D finding

finding they are but 17, conclude that 17 is the *Joint-Number* of all the *Points* of the 2 Cards drawn.

To cover the *Artifice*, you need not touch the Cards, but order the *Drawer* to *subtract* the *Number* of the *Points* of each of the 2 drawn Cards from 26, which is a *Moiety* of the *Pack*, and direct him to add together the 2 *Remainders*, and acquaint you with the *Sum*, that you may *subtract* it from 52 the *Nbmer* of the whole *Pack*, the *Remainder* of that being what is enquired after.

For *Example*, Suppose a 10 and a 7 are the Cards drawn, take 10 from 26, and there will remain 16; and if you take 7 from 26 the *Remainder* is 19. The *Addition* of the two *Remainders* 16 and 19, amount to the *Sum* of 35, which *subtracted* from 52, leaves 17, for the *Number* of the *Points* of the Two drawn CARDS,

T H E

• T H E
Compleat Gamester.

P A R T III.

GAMES *within the* TABLES.I. *The Famous Game of* VERQUERE.

THIS Game is originally, said to be of *Dutch* Extraction, and one of the most noted Diversions among the *Hollanders*. The Manner of playing it is thus, *viz.*

All the *Table-Men* are placed on the *Ace-Point*, where you set the *two* Men at *Back-Gammon*; and as at that Game, bring them round into your own Tables, but with different Circumstances; for you are not allowed to make a *Point* in either of your Tables, next your Adversary, the farther *Ace-Point* excepted, for there you may do

it as your Discretion does best direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your Game, and by so doing, to hinder your Adversary from approaching you, or by the Luckiness of his Throw to get the better of it.

In the next Place, you are to observe, that this Game is commonly played *double* and *single*; the *double* is called JOHN, which is a particular Advantage your Adversary gets over you, if his Luck in throwing be extraordinary: but you can never be JOHN'D, except you have more Men than you can enter upon *six* Points, that is to say, 7 Men, which is 1 more than your Points will bear; and in such a Case you must yield the *Double*, and consequently your Game is in danger to be lost.

Note, that tho' you always *point* as your Cast affords you Convenience, and to the best Advantage of your Game, yet you cannot enter *two* Men upon any *Point*, and in that Particular this Game is more remarkable than any other played upon the *Tables*.

You play *Doublets*, and at last bear away all your Men, as at *Back-Gammon*, and the Art is in managing your Throws to make your Game proper; for this, whilst your Adversary, by ill Throwing, or
indifferent

The Game of VERQUERE. 53

indifferent Management, lags behind, is very convenient for you to be skilled at. NOTE also, that when you have more Men to enter, than you have opened Points to receive them, you are to let your Adversary throw; which I have seen for a considerable Space of Time; until by playing his Men forward (contriving as much as possible he can, to gain the Preheminence, and put back your Game) he makes Room for you by a Vacancy; else, perhaps, the Nature of this Diversion is such, that the Game may hold out a long Time, there being no Possibility of going on, till you have the Privilege, by his opening the Passage for you on the Tables, to enter your remaining Men.

Note too, that if you hit any of your Adversary's Men, by a fortunate Cast of your Dice, and that he has the favourable Fortune, presently after to hit you again: In such a Case, which, indeed, is not very common, if there be not Room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw to enter in yours. It is the Nature of this Game, that you must lose it double, you being the first to throw. This, and the rest of the Accidents of *Verquere*, are like most other Games, to be understood, and avoided, by Experience in Play.

II. *The Noble and Courtly Game called*
GRAND TRICK-TRACK,

IS a *French* Diversion; and most commonly used by Persons of the first Quality.

It is thus played: The Table-Men are to be placed on the Side of the Tables. Next, it is also to be observed, that besides the Table-Men, with which you play, there are 3 other Pieces to be used, called *Markers*, whether Half Crowns, or Halfpence, or any other Coin: These are to mark the Throw of your Dice, on the Points of the Tables which are advantageous to you: *For Example*, If in your first Tables you make single Toots, in 3 Casts, or Throws, you mark with one Marker 4.

There are 12 Holes on the Sides of your Tables, with Pegs in them, for the Use of this Game. Note then, that 12 Marks gained on the Points of your Tables, make an Hole, and 12 Holes make up the Game, if you agree to it; else less, or more: If you fill up your Points, for every single Throw on the Dice, you make 4, and for Doublets 6; and may hold your Game as long as you think convenient,

GRAND TRICK-TRACK. 55

nient, that is, play on without breaking up your own, and your Adversary's, if you believe you shall get no Advantage by beginning again.

If you hold with your double Men in your Tables, before you can make a Point, and your Adversary cannot fill his Tables, you are obliged with your Man to pass over into his Tables, tho' it be commonly a Disadvantage; but if he throws so well, as to fill up, then it alters the Matter, and you cannot pass. Note, that when you have marked 12 with your Marker, which, as I said before, makes up one Hole, you may go off, break up your Tables, and begin again, provided you have the Dice; or else you cannot.

If in playing this Game, you touch a Man rashly, as intending to play it, and think to change it for another, you are obliged to play it as you before intended.

Note, As to those Men that are obliged to pass over into the Adversary's Tables, if he hits them, he marks thus:

For every single Throw 4; for Doubles 6; and if at any Time, by your good Fortune in throwing, you can mark over and above 12, you must then mark a Hole, or else 2, if you go double, and the Overplus remaining is called *to the Good*,

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provided you do not break your Game: You cannot go off, nor break your Tables by your Adversary's Throws. And note, that if you chance to make more or less than is right, it is in his Power to take the Advantage, put you back, or oblige you to mark full. This is what is most considerable in your *first Tables*.

Now, as to your Adversary's *second Tables*: For every Man you hit of his with a single Die, you mark but 2; and for Doublets 4; though in his *first Tables*, 4 for each single Die, and 6 for Doublets.

If you chance to hit a Blot or two in your Adversary's Tables, and cannot pass, by reason of his Man standing in your Way, and hindering you, it is allowable for him to take the Advantage of marking by your own Throws in both Tables, as before mentioned.

The Ace-Point of both Corners in the *second Tables*, cannot be divided here, nor fill the Corners, as at other Games; though in Lieu of that Convenience, if the Dice favour, for each single Cast, you mark 4; and for Doublets 6.

Then as that Part of the Game, called *Gens des Retour*, or the *Back-Game*, which is the latter Part: Next, bearing off your Men, as it is used at *Back-Gammon*, you play

GRAND TRICK-TRACK. 57

play your Men as fast as you can, into his Tables, endeavouring to fill up the Points, as at the *Fore-Game*; which being done, you bear off your Men; only there is one Distinction between this and *Back-Gammon* (noted before) that as Doublets thrown at the last Cast gives considerable Advantage to the Gamester there, it is here of no Value, nor gives any Addition to the Throw.

Note, that if at any Time you break up your Tables, and disorder your Men, except by gaining 12 Points, you can mark a Hole, it is in your Adversary's Power to oblige you to hold your Game on still, and to play all the Table-Men you have so touched and disordered to his own Advantage.

Note also, that we distinguish the Single from the Double, in this Manner: If your Adversary, by his ill Fortune in throwing, has no Points on his Tables marked, altho' your Throw is single, yet still you may mark a double Point; but if otherwise, he has such good Luck by the Dice, to have any Point to mark, then he comes double; which you are to take off again, if you can hit him.

These are all the Passages that are considerable in this Game; which tho' ca-

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sily to be comprehended, by those who divert themselves with playing often at Tables, and especially such who have any Skill in *Tick-Tack*, of which, this Game is observed to make a Compleatment, by adding more Parts and Embellishments; yet the most ready Way for a young Gamester, who is desirous to learn it, is to see it performed by two Gamesters; and then taking notice of these Instructions, he will presently be let into the Secret.

III. *Of* I R I S H.

IRISH is an ingenious *Game*; and requires a great deal of Skill to play it well, especially the *After-Game*, it is thus played:

The Men, which are 30 in Number, are equally divided between you and your Adversary, and are thus placed: 2 on the Ace-Point, and 5 on the Sice of your Left-Hand Table, and 3 on the Cinque, and 5 on the Ace-Point of your Right Hand Table, answered on the like Points, by your Adversary's Men, with the same Number; or thus, 2 of your Men on the Ace-Point, 5 on the Double-Sice, or Sice-Cinque Point, 3 on the Cinque-Point in your Tables,

bles, and 5 on the Sice-Point at Home; and all these pointed alike by your Adversary.

In your Play have a Care of being too forward; and be not rash in hitting every Blot, but with Discretion and Consideration, move slowly, but securely; by which Means, tho' your Adversary has filled his Tables, but with all Blots, and you by hitting him, enter, you may win the Game; nay, sometimes, tho' he hath borne his Men all to a very few.

It is the Part of a prudent Commander, as he leads out his Men, to bring them home as safe as possible: So must you have a Care of your Men as you are bringing them home, that they are not picked up by the Way.

Have a special Care that your Adversary double not the Trey-Ace-Point with his Men; and so make what convenient Haste you can to fill up your own Tables, and beware of blotting: That done, bear as fast as you can.

For an *After-Game*, I know not what Instructions to give: You must herein trust to your own Judgment, and the Chance of the Dice; and if they run low for some Time, it will be so much the better.

IV. Of BACK-GAMMON.

YOUR Men are placed as at *Irish*; and this Game differs but very little from That, but in Doublets; which, at *Back-Gammon*, is played four-fold, and makes a quicker Dispatch of the Game, than *Irish*.

Be sure to make good your Trey-Ace-Points hit boldly, and come away as fast as you can; to which End, if your Dice run high, you will make the quicker Dispatch.

When you come to bearing, have a Care of making when you need not; and Doublets, now will stand you most in Stead.

If both bear together, he who is first off without Doublets, wins 1.

If both bear, and one goes off with Doublets, he wins 2.

If your Table be clear before your Adversary's Men be come in, that is a *Back-Gammon*, which is 3; but if you thus go off with Doublets, it is 4.

False Dice are much used at *Irish* and *Back-Gammon*, for the Benefit of entering; wherefore, have a special Care, that you have not Cinque-Duces, and Quatre-Treys put upon

upon you; it may quickly be perceived by the running of the Dice.

The Person who is cunning at Play, has great Advantage of a Novice, or innocent Man; which is commonly by topping or knapping; which, by its often Practice, may be suspected by his Adversary: Then he has Recourse to Dice, which run particular Chances for his Purpose; which, the other being ignorant of, is almost an equal Advantage with the former. For Example: He provides Dice that run 6, 5, 4; it is his Business to secure those Points: So that if he happens to surprize any of your Men coming home, as it is Two to One but he does, he will without a Miracle, win the Set.

It is possible sometimes they may make use of 3 and 2, which are the low Chances; but that they seldom do, for this Reason, the high or forward Points being supplied, you must enter, if at all, upon the low Points; which keeps you backwards, and gives him Advantage. The Advantage of this Game is to be forward, if possible, upon safe Terms, and to point his Men at such a Rate, that it shall not be possible for you to pass, tho' you have entered your Men, till he gives you Liberty, having Two to One the Advantage of the Game.

V. Of TICK-TACK.

ALL your Men must stand on the Ace-Point; and from thence play forward; but have a Care of being too forward, or so, at leastwise, that Doublets reach you not.

Secure your Sicc and Cinque-Point, whatever you do, and break them not, unless it be when you have the Advantage of going in; which is the greatest Advantage you can have, next to a Hit: For your Adversary's 11th Point standing open, you have, it may be, the Opportunity of going in with two of your Men, and then you win a double Game. A Hit is but 1; and that is, when you throw such a Cast, that some one of your Men will reach your Adversary's unbound, but sometimes, tho' it hits it, will not pass, by Reason of a Stop in the Way; and then it is nothing. Sometimes it is good, going over into your Adversary's Tables; but it is best for an *After-Game*.

Playing close at Home is the securest Way; playing at length is both rash and unsafe; and be careful of binding your Men when you lie in Danger of the Enemy. Moreover, if you see you are in
Danger

Danger of losing a double Game, give your Adversary 1; if you can, it is better doing so than losing 2.

Here note, if you fill up all the Points of your *second Table* with your own Men, you win 2; and that you may prevent your Adversary from doing so, (if you are in Danger thereof,) if you can, make a vacant Point in his Tables, and it is impossible for him to do it.

This is the plain Game of *Tick-Tack*, which is called so from *Touch* and *Take*; for if you touch a Man you must play him, tho' to your Loss; and if you hit your Adversary, and neglect the Advantage, you are taken with a *Why-not*, which is the Loss of 1: Likewise if you are in, and your Cast is such that you may also go into your Adversary's 11th Point, by 2 other Men, and you see it not, either by Carelessness or eager Prosecution of a Hit, which is apparent before your Eyes, you lose 2 irrecoverably. Besides, it is a very great Oversight, as your Men may stand, not to take a Point when you may do it.

Now some play this Game with *Toots*, *Boveries*, and *Flyers*; *Toots* is, when you fill up your Table at Home, and then there is required small Throws; for if
you

you get over with a Sice, you have no Benefit of *Toots*.

Boveries, is when you have a Man in the fifth Point of your own Tables, and another in the same Point of your Adversary's, directly answering.

Flyers, is when you bring a Man round the Tables before your Adversary hath got over his *first Table*; to the effecting of which there is required very high throwing on your Side, and very low throwing of his.

Much more might be said as to the Craft of the Play, which cannot be so well discovered, as from Observation in your own or others Playing.

VI. Of DOUBLET S.

AT *Doublets* the 15 Men are thus placed; upon Six, Cinque, and Quatre, there are 3 Men a-piece; upon Trey, Duce, Ace, but 2 a-piece.

He who throws most hath the Benefit of throwing first; and what he throws he lays down, and so doth the other; what the one throws and hath not, the other lays down for him to his own Advantage; and thus they do till all the Men.

Men are down; and then they bear, but not till they are down; he who is down first bears first, and will doubtlesly win the Game, if the other throws not *Doublets* to overtake him. Now he who throws *Doublets* apace, is certain to win; for as many as the *Doublets* are, so many he lays down, or bears. For Example; If 2 *Fours*, he bears 8, and so for the other *Doublets*; and therefore he who can either nap, top, or hath high Runners about him, hath a great Advantage herein.

VII. Of SICE-ACE.

FIVE Persons may play at *Sice-Ace* with 6 Men a piece, they one load another with Aces; Sixes bears only, and Doublets drinks and throws again; so have I often seen some who, for the Lucre of a little Money, have resolved rather to lose themselves than a Penny. It is commonly agreed the last *two*, or the last *out*, shall lose, and the rest shall go free.

VIII. Of

VIII. C A T C H - D O L T.

AT *Catch-Dolt*, the first throws, and lays down from the Heap of Men without the Tables; what is thrown at, it may be Sice-Duce; if the other throw either Sice or Duce, and draw them not from his Adversary's Tables to the same Point in his own, but takes them from the Heap, and lays the Ace down, he is *dolted*, and loseth the Game; or if he touch a Man of the Heap, and then recall himself, the Loss is the same. Some by frequent Practice will never be *dolted*, and then they strive who shall fill up their Tables *first*; which done, he who bears them off *first* hath won the Game.

So much for Games *within* the Tables.

GAMES *without* the TABLES.

I. Of INN and INN.

INN and INN is a Game formerly very much used, and may be played by *two* or *three* Persons, each having a *Box* in his Hand. It is played with *four* Dice. You may drop what you will, Sixpences, Shil-

Shillings, or Guineas; every *Inn* you drop, and every *Inn* and *Inn* you sweep all; but if you throw out, if but *two* play, your Adversary wins all; if *three* that *Out* is a *Eye* between the *two* other Gamesters, which they may either divide or throw out for it. Here you are to observe that *Out* is when you have thrown no Doublets on the *four* Dice; *Inn* is when you have thrown *two* Doublets of any Sort as *two* Aces, *two* Duces *two* Kings, &c. *Inn* and *Inn* is, when you throw all Doublets, whether all of a Sort, or otherwise, viz. *four* Aces, *four* Duces, or *four* Cinques, or *two* Aces, *two* Duces, *two* Treys, *two* Quatres, or *two* Cinques, *two* Sixes, &c.

Your Battle may be fought for as much or as little as you will, from 20 s. to 20 l. and so onwards, to 2000 l. which Battle is not ended, till all the Money be won: And it is frequently seen, that in a Battle of 10 l. a Gentleman hath been reduced to 5 s. and yet hath won the Battle at last.

For a Gamester, who would win without hazarding much of his Money; Dice that will run very seldom otherwise but 6, 5, 4, are very necessary. If those Instruments are not to be had, a Taper-Box will not be amiss; that as the Dice are thrown,

thrown in, may stick by the Way, and so thrown to Advantage. I have been told of one of these Sharpers, who caused a Box to be made, not as they are usually screwed within, but smooth; and procured it to be so well painted and shadowed within, that it looked like a screw'd Box: Now, this Box was but Half-Board wide at the Top, and narrow at the Bottom, that the Dice, as aforesaid, might stick, and the Box being smooth, would come out without tumbling. With this Box, he went and played at *Iun* and *Inn*, by Virtue whereof, and his Art of taking up and throwing his Dice into the Box, he got the first Night 1000*l.* and the next Night 200*l.* a Year, (with a Coach and Six Horses) and enjoys the Estate to this Day, with great Improvements; and never would handle a Dye since, well knowing how many worthy Families it hath ruined.

II. Of PASSAGE.

PASSAGE, is a Game at Dice to be played at but by Two Persons; and it is performed with 3 Dyes. The Caster throws continually, till he hath thrown
 Doublets.

Doublets under 10, and then he is out, and loseth; or Doublets above 10, and then he *passeth*, and wins. High Runners are most requisite for this Game, such as will rarely run any other Chance, than 4, 5, or 6; by which Means, if the Caster throws Doublets, he can scarcely throw out. There is the same Advantage of the smooth Taper-Box, aforefaid, in this Game, as at *Inn* and *Inn*, with the like Benefit of the Dice, whether by *palming*, *topping*, *flurring*, or *knapping*.

III. OF HAZARD.

THIS Game is most properly Denominated; for it makes a Man, or undoes him in the twinkling of an Eye, either a Man, or a Mouse.

It is played but with Two Dyes; 20 Persons may be engaged, or as many as will.

There are two Things herein, chiefly to be observed, *viz.* The *Main* and *Chance*: The *Chance* is the Caster's, and the *Main* the Setter's. There can be no *Main* thrown above 9, nor under 5: So that 5, 6, 7, 8, and 9, are all the *Mains* which are flung at *Hazard*; Chances and Nicks, are
from

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from 4 to 10: Thus 4 is a Chance to 9, 5 to 8, 6 to 7, 7 to 6, 8 to 5, and 9 and 10 a Chance to 5, 6, 7, and 8: In short, 4, 5, 6, 7, 8, 9, and 10, are *Chances* to any *Main*, if any of these nick it not: Now, Nicks are either when the *Chance* is the same with the *Main*, as 5 and 5, 6 and 6, 7 and 7, and so on; or 6 and 12, 7 and 11, 8 and 12; where note, that 12 is *out* to 9; 7, and 5, and 11 is *out* to 9, 8, 6, and 5: Ames-Ace, and Duce-Ace, are *out* to all *Mains* whatever.

That I may the better illustrate this Game, it will not be amiss, to give one Example, for your better Information: 7 is the *Main*; the Caster throws 5, and that is his Chance; and so hath 5 to 7: If the Caster throws his own Chance, he wins all the Money set him; but if he throw 7, which was the *Main*, he must pay as much Money as is on the Table: If again, 7 be the *Main*, and the Caster throws 11, that is a Nick, and sweeps away all the Money on the Table; but if he throws a Chance, he must wait which will come first. *Lastly*, if 7 be the *Main*, and the Caster throws *Ames-Ace*, *Duce-Ace*, or 12, he is *out*; but if he throw from 4 to 10, he hath a Chance, tho' they are accounted the worst Chances on the Dice, as 7 is reputed the best and easiest *Main* to be flung:

the

Thus it is in 8 or 6, if either of them be the *Main*, and the Caster throws either 4, 5, 7, 9, or 10, this is his Chance, which if he throw first, he wins, otherwise loseth; if he throw 12 to 8, or 6 to the same Cast with the *Main*, he wins; but if *Ames-Ace*, or *Duce-Ace* to all, he loseth; or if 12, when the *Main* is either 5 or 9. Here nothing nicks 5 but 5, nor nothing 9 but 9: 4 and 5 to 7 is the worst Chance; because 4 (nicknamed by the Sharpers, *Little Dick Fisher*) and 5 have but *two* Chances, *Trey-Ace* and *two* Duces, or *Trey-Duce* and *Quatre-Ace*. Whereas, 7 hath *three* Chances, *Cinque Duce*, *Sice-Ace*, and *Quatre-Trey*; in like Condition is 9 and 10, having but *two* Chances, *Sice-Trey*, *Cinque* and *Quatre*, or *Sice-Quatre*, and *two* *Cinques*.

Now, 6 and 8, one would think, should admit of no Difference in Advantage with 7; but if you will rightly consider the Case, you will find a great Advantage in 7, over 6 and 8. How can that be? you will say. Hath not 6, 7, and 8, *eight* equal Chances? For Example: In *Sice*, *Quatre-Duce*, *Cinque-Ace*, and *two* *Treys*; in 8, *six* *Duces*, *Cinque-Trey*, and *two* *Quatres*: And hath not 7 *three*, as aforesaid? It is confessed. But, pray consider the Disadvantage in the *Doublets*, *two* *Treys*, and *two* *Quatres*, and
 3 you

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you will find that Sice-Duce is sooner
thrown, than *two* Quatres; and so conse-
quently Cinque-Ace, or Quatre-Duce,
sooner than *two* Treys.

I saw an old Rook once take up a Young
Fellow in a Tavern upon this very Bet: The
Bargain was made, that the Rook should have
7 always, and the Young Gentleman 6, and
throw continually. To Play they went, the
Rook won the first Day 10 *l.* and the next
Day the like Sum, and so for six Days to-
gether, losing in all, 60 *l.* Notwithstanding
the Gentleman, I am confident, had fair
Dyes, and threw them always himself.
And farther to confirm what I alledged be-
fore, not only this Gamester, but many
more have told me, that they desired no
greater Advantage than this Bet, of 7 to
6. But it is the Opinion of most, that at
the first Throw the Caster hath the worst
of it.

Hazard is certainly the most bewitching
Game that is played on the Dice; for when
a Man begins to play, he knows not when
to leave off; and having once accustomed
himself to it, he hardly ever after minds
any Thing else.

So much for Games *without* the Tables.

Of

IV. Of BILLIARDS.

THIS polite Amusement is transplanted from *Italy*; and for the Excellency of the Recreation is much approved of, and played by most Nations in *Europe*, especially in *England*, there being few Towns of Note, which have not a publick Billiard-Table. But there are very few Billiard-Tables which are found true; and therefore such as are exactly levelled, are highly valued by a good Player; for at a false Table, it is impossible for him to shew the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the Table, have shamefully beat a very good Gamester, who at a true Table would have given him Odds.

There is belonging to the Table an Ivort Port, which stands at one End; and an Ivory King at the other, *two* small Ivory Balls and *two* Sticks (called Mafts.) If your Balls are not compleatly round, you can never expect good Proof in your Play. The Mafts are made of *Brazil*, *Lignum-vitæ*, or some other weighty Wood, which at the broad End are tipped with Ivory; if the Heads happen to be loose, you will

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never

never strike a smart Stroke; but that Defect is easily perceived by the hollow Deadness of your Stroke, and faint running of your Ball.

The Game is 5 by Day-light, (or 7, if Odds be given,) and 3 by Candle-light, or more, according to Odds, in Houses that make a Livelihood thereof: But in Gentlemen's Houses there is no such Restriction; for the Game may justly admit of as many as the Gamesters please to make.

For the Lead, you are to stand on the one Side of the Table, opposite to the *King*, with your *Ball* laid near the Cushion, and your Adversary on the other in like Posture; and he that with his Stick makes his Ball come nearest the *King*, leads first.

The Leader must have a Care, that at the first Stroke, his Ball touch not the End of the Table, leading from the *King* to the *Port*; but after the first Stroke, he need not fear to do it; and let him so lead, that he may either be in a Possibility of *Passing* the next Stroke, or so cunningly lie, that he may be in a very fair Probability of *Hazarding* his Adversary's Ball, the very Stroke he plays after him.

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The Contest is, who shall Pass first, and in that Strife, there are frequent Opportunities of Hazarding one another; and it is very pleasant to observe, what Policies are used in hindering one another from the *Pass*, as by turning the *Port* with a strong clever Stroke; for if you turn it with your Stick, it must be set right again; but indeed more properly, he who doth it so should lose One. Sometimes it is done (when you see it is impossible to *pass*) by laying your *Ball* in the *Port*, or before your Adversary's *Ball*, and then all he can do is to *pass* after you. If he has *passed*, and you dare not venture to *pass* after him, for fear he should in the Interim touch the *King*, and so win the End, you must wait upon him, and watch all Opportunities to *Hazard* him, or *King* him; that is, when his *Ball* lies in such a Manner, that when you strike, his *Ball* may hit down the *King*, and then you win 1.

But, if you should *King* him, and your *Ball* fly over the Table, or else run into a *Hazard*, then you lose 1.

The Player ought to have a curious Eye, and very good Judgment, when he either intends to *King* his Adversary's *Ball*, or *Hazard* it, in taking or quartering out just so much of the *Ball* as will

accomplish either; which Observation must be noted in *passing* on your Adversary's *Ball*, or Corner of the *Port*. Some I have observed so skilful at this Game, that if they have had less than a 5th Part of a Ball, they would rarely miss *King* or *Hazard*.

As this is a genteel Pastime, so there are Laws or Orders made against Lolling, slovenly Players, who by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand on the Table when you strike, or let your Sleeve drag upon it, if you do, it is a Loss; if you smoak, and let the Ashes of your Pipe fall on the Table, whereby oftentimes the Cloth is burnt, it is a Forfeiture; but that should not so much deter you from it, as the Hindrance smoaking is to your Play.

When you strike a long Stroke, hold your Maff neatly between your two Fore-Fingers and your Thumb, then strike smartly, and by aiming right, you may, when you please, either fetch back your Adversary's Ball when he lies fair for a *Pass*, or many Times when He lies behind the *King*, and You at the other End of the Table, you may *King* him backward.

If you lie close, you may use the small End of your Maff, or the Flat of the Dig
End,

End, raising up one End over your Shoulder, as you shall think more convenient for your Purpose.

Have a Care of *Raking*; for if it be not a Forfeiture, it is a Fault hardly excusable; but if you touch your Ball twice, it is a Loss.

Beware when you jobb your Ball through the *Port*, with the End of your Stick, that you throw it not down; if you do, it is a Loss; but do it so handsomely, that at one Stroke, without turning the *Port*, with your Stick, you effect your Purpose: It is good Play to turn the *Port* with your Ball, and so hinder your Adversary from *Passing*; neither is it a Fault, if you can, to make your Adversary a Fornicator, that is, having past your self a little Way, and the other's Ball being hardly through the *Port*, you put him back again, and it may be quite out of *Pass*.

It argues Policy to lay a *long Hazard* sometimes for your Antagonist, whereby he is often entrapped for rashly adventuring at that Distance, which lies very near it, he frequently runs in himself, by reason of that great Distance.

There is great Art in lying covertly, that is, to lie at bo-peep with your Adversary, either subtilly to gain a *Pass* or *Hazard*.

Here Note, If your Adversary has not passed, and lies up by the *King*, you may endeavour to *Pass* again ; which if you do, and touch the *King*, it is two ; but if thrown down you lose. Some instead of a *King*, use a String and a Bell, and then you need not fear to have the End, if you can *Pass*. This is, in my Judgment, bungling Play, there being not that curious Art of finely touching at a great Distance a *King*, that stands very ticklishly.

For understanding of the Game thoroughly, peruse the following Orders. But there is no better Way than Practice to make you perfect therein.

ORDERS *to be observed by such as*
Play at Billiards.

1. **I**F the Leader touch the End of the Table with his Ball, at the first Stroke, he loses 1.
2. If the Follower intend to hit his Adversary's Ball, or *Pass* at one Stroke, he must String his Ball, that is, lay it even with the *King*, or he loses 1.
3. He that passes thro' the Port, has the Advantage of touching the *King*, which is 1, if not thrown down.
4. He that passes twice, his Adversary having not passed at all, and touches the
King

King without throwing him down, wins 2 Ends.

5. He that passes not, has no other Advantage than the Hazards.

6. He that is a Fornicator, that is, has passed thro' the Back of the Port, he must pass twice thro' the Fore-part, or he cannot have the Advantage of passing that End.

7. He that hits down the Port or King, or Hazards his own Ball, or strikes either Ball over the Table, loses 1.

8. He that Hazards his Adversary's Ball, or makes it hit down the King, wineth the End.

9. If Four Persons play, Two against Two, he that mistakes his Stroke, loses 1, to that Side he is of.

10. He that after both Balls played, removes the Port without Consent, or strikes his Ball twice together, or that his Adversary's Ball touch his Stick, Hand, Cloaths, or plays his Adversary's Ball, loses 1.

11. He that sets not one Foot upon the Ground when he strikes his Ball, shall lose an End; or the same, if he lays his Hand or Sleeve on the Cloth.

12. A Stander-by, tho' he bets, shall not instruct, direct, or speak in the Game, without Consent, or being first asked; if after he is advertised hereof, he offend in

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this Nature, for every Fault he shall instantly forfeit Two-pence, for the Good of the Company, or not be suffered to stay in the Room.

13. He that plays a Ball, while the other runs; or takes up a Ball before it lie still, loses an End.

14. He that removes the *Port* with his Stick, when he strikes his Ball, and thereby prevents his Adversary's Ball from passing loses an End.

15. All Controversies are to be decided by the Standers-by, upon asking Judgment. Whoever breaks the King, forfeits 1 s. for the Port 10 s. and each Stick 5 s.

The ORDERS of a *BILLIARD TABLE*, very Ancient.

1. **T**HE *leading Ball* the *upper End* mayn't *bit*,
For if it does, it loses *one* by it:
2. The *Follower* with the *King* lie *even* shall,
If he does *pass*, or *bit* the other's Ball;
Or else lose *One*: The like, if either lay
Their Arm or Hand on Board when they do play
3. That Man wins *one* who with the other's Ball
So strikes the King, that he doth make him fall.
4. If striking at a Hazard both run *in*,
The Ball struck *at* thereby an *End* shall win.
5. He loses *one* that down the *Port* does fling;
The like does he that jostles down the *King*.

6 He

6. He that in Play the adverse Ball shall touch
With Stick, Hand, or Cloaths, forfeits just as
much.
7. And he that *twice* has *pass'd* shall touch the King,
The other not *pass'd* at all shall two Ends win.
8. If both the Balls over the Table fly,
The Striker of them loses *one* thereby:
And if but *one* upon the Board attend,,
The Striker's still the Loser of the End.
9. One Foot upon the Ground must still be set,
Or one End's lost, if you do that forget;
And if you twice shall touch a Ball e're he
Hath struck between, an End for him is free.
10. If any Stander-by shall chance to Bet,
And will instruct, he then must pay the Set.
11. The Port or King being set, who moves the
same
With Hand or Stick, shall lose that End or Game..
12. He that can touch, being *pass'd*, or strike the
other
Into the Hazard is allow'd another.
13. If any Stander-by shall stop a Ball,
The Game being lost thereby, he pays for all.
14. If any *Pass* be stricken back again,
His *Pass* before shall be accounted vain.
15. He that breaks any Thing with Violence,
King, Port, or Stick, is to make good th' Offence.

16. If any not the Game doth fully know,
May ask another whether it be so.
Remember also when the Game you win,
To set it up for fear of Wrangling.
 17. He that doth make his Ball the King light hit,
And holes the other, scores two Ends for it.
-

V. Of *French* BILLIARDS.

SO called from their Manner of Play-
ing the Game, which is only with *Masts*
and *Balls*: *Port* and *King* being now
wholly laid aside.

The *Balls* used at *Billards*, as played
after the *French* Manner, are much larger
than those abovementioned; and the Rules
of the *Game* are as follow, *viz.*

O R D E R S *to be observed at the* *French BILLIARD-TABLE.*

FOR the Lead, put the Ball at one
End, and play to be nearest the
Cushion next to you.

- II The nearest to the Cushion shall lead,
and chuse which Ball he pleases.
- III. If the Leader holes himself at the
first Stroke, he loses the Lead.
- IV. He who follows the Leader, must
stand within the Corner of the Table.
- V. He

- V. He who plays upon the running Ball, loseth 1.
- VI. He who toucheth the Ball twice, loseth 1.
- VII. He who toucheth both Balls, loseth 1.
- VIII. He who holes both Balls, loseth 2.
- IX. He who strikes upon his Adversary's Ball, and holes himself, loseth 2.
- X. He who plays against the Ball, not striking it, but holes himself, loseth 3.
- XI. He who does not hit his Adversary's Ball, loseth 1.
- XII. He who strikes both Balls over the Table, loseth 2.
- XIII. He who strikes his Ball over the Table, and does not hit his Adversary's Ball, loseth 3.
- XIV. He who retains the End of his Adversary's Stick when playing, loseth 1.
- XV. He who plays another's Ball without Leave, loseth 1.
- XVI. He who takes up his Ball without out Permission, loseth 1.
- XVII. He who stops the Ball, when running, loseth 1; and if near the Hole, he loseth 2.
- XVIII. He who blows upon the Ball, when running, loseth 1; and if near the Hole he loseth 2.
- XIX.

XIX. He who shakes the Table when the Ball is running, loseth 1.

XX. He who strikes the Table with the Stick, or plays before his Turn, loseth 1.

XXI. He who throws the Stick upon the Table, and hits the Ball, loseth 1.

XXII. If the Ball stands upon the Edge of the Hole, and after falls in, it is *No-thing*, but must be sent where it was before.

XXIII. If any Person, not being one of the Gamesters, stops a Ball, the Ball must stand in the Place where it was stoppt.

XXIV. He who plays without a Foot upon the Ground, loseth 1.

XXV. He who leaves the Game before it is ended, loseth it,

XXVI. Any Gamester may change his Stick in Play.

XXVII. If any Person breaks a *Stick*, or the *Mace*, he must pay Six-pence for the *Stick* and two Shillings for the *Mace*.

XXVIII. If any Difference arise about false Play, the Marker of the Game must decide it.

XXIX. Those Persons who do not play, must not stand near the Table, but give the Gamesters Room enough to play.

XXX. Whoever lays any Bet, and is not a Player himself, he must not give any Advice relating to the Game. I

I now draw to a Conclusion of this Treatise ; but think it very proper to note, *it is my Duty to remind you*, That in the general Course of Play there is no Safety in any Game whatever.

I shall instance a remarkable Piece of Knavery, that is well known to the Town, tho' at present not much thought of, which was committed a few Years past by a Person who was grown weary of leading a solitary Life behind the Counter, so turned Gentleman at large, in Expectation of making his Fortune much quicker than by dint of Labour and Industry. He soon became Master in the Art and Mystery of *Billiards*, as will appear by the Sequel of the Story.

R. and B. two Persons of Distinction, made it their Diversion to meet every Day in *Pall-Pall*, and pass away many Hours at *Billiards*, which brought a vast Concourse of People together to see them play, tho' at the first Outset they played but for Trifles. R. was a better Player than B. therefore to make the Match as equal as possible, R. gave B. One ; which really made every Game so uncertain, that any one might have had his Choice, altho' it were for 100 l. At length they came to play for considerable Sums ; which took Wind, and drew

drew all the Sharpers about the Town to the Place.

This Match continued some Time with little or no Advantage to either Side: The Sharpers took *R*'s Side, knowing him to be the better Player; and he was always sedate and cool, win or lose; yet it did not answer their Expectations, the Games were always precarious, and betting Money that way was thought to be like licking Honey off of Thorns; they resolved therefore to stand neuter till an Expedient could be found out to cause *B.* to beat *R.* and it was not long before they effected it, as will appear instantly. You must know, that both *R.* and *B.* bought their own Sticks, and were so very curious, that they had Drawers, with Lock and Key, made for each of them to put their Sticks into, in the *Billiard Room*.

After many Debates how these Sharpers were to take-in the whole Company, the Person that quitted the Counter (whom I shall call *E.*) was thought the properest Person to put this Design in Execution.

The first Step he took was to possess himself of *R*'s favourite Stick, which he constantly played with. Notwithstanding the Lock and Key, he took it away unknown to any but his Companions; he had prepared an Instrument, made for the purpose,

to

to shave or pare away each End of the Stick, and leave, in the Center, a Rising undiscernable to the Eye of the most Curious, and then put the Stick again in its Place.

When *R.* came afterwards to play with the Stick, *B.* beat him several advantageous Games; for *R.* frequently used to hit *B.*'s Ball on the wrong Side, so put himself in, imagining all this Time that his Hand was out, not in the least suspecting the Fault to lie in the Stick: The Confederacy by this had their Ends, and pushed on the Victory. At last the Man of the House (not being in the Secret, and having lost his Money by backing *R.*) suspected the Cheat; and upon Enquiry, he found out the Cause, and strait acquainted *R.* with it; which surprized him mightily for the present, perfectly knowing *B.* to be a Man of more Honour than to be capable of acting such a Part. *R.* finding himself thus surrounded by Thieves and Sharpers, never came to the House afterwards: This, you may believe, caused some Talk and Noise in the Town; but the Affair ended thus: Every one kept what they had got, the Man of the House lost both his Money, and two very great Benefactors; and all the Satisfaction that he ever got, was, at last, to find out the Place where *E.* had bought the Instrument.

To

To conclude : “ The Sons of our Nobility, and the Heirs to large and plentiful Estates, especially those who become too early their own Masters, are the Victims of Sharpers ; they are made the Prey of those reasoning Savages, those Man-hunters, that form vile Associations with an Intent to overturn as many honest Societies as they can ; and only live in Peace together, by being united in a Confederacy to spread Desolation and Confusion amongst the best Families in the Kingdom. The very Heads of such Families may not improperly be called the *Game* of (what they with a just Derision of their own Vileness term) the *Gambling Fraternity*.”

POST-

POSTSCRIPT.

Concerning the GAME of FARO.

ALTHOUGH BASSET and FARO have been forbidden in *France*, upon severe Penalties, yet both Games have been, and still continue, in mighty Vogue in *England*, especially *Faro*: The Reasons are,

I. The Game is very easy to learn.

II. It appears to be very fair.

III. It is a very quiet Game.

But as it is the most dangerous Game for the Destruction of Families, that ever was invented: And having shewn the *Frauds* of BASSET, I thought it not improper to close All with a few *useful Observations* concerning the Game of FARO.

A Gentleman who was pleased, about ten Years ago, to calculate the *Odds* at FARO, gave a very favourable Report of it to the Town; so every one took it upon Trust, without farther Enquiry. I shall only say, it was lucky for the FARO-Bankers, that the Game was so great a
Stranger

Stranger to us, at its first Arrival, as not to be, soon, perfectly understood.

I will not pretend to say what *they* are at this Day; but this I am well assured of, that every Pull (*i. e.* the Card drawn on each Side) makes the Odds vary throughout the Pack, as will be proved presently: For as the Doublets are a considerable Branch of the Profits and Advantages of the Game for the *Bank*, and the coming of those Doublets being so doubtful, that it may be said the Calculation can only be made upon Supposition; I therefore now proceed to prove, that *Faro* may be played to more or less Advantage: Suppose a Person to put down 20 s. upon a Card, when only 8 are in (as has been frequently seen) every one that plays, knows that the last Card is a Cypher, therefore you have 4 Places to lose, and 3 only to win, the Odds against you is 4 to 3, a 7th Part of the Money given away, which is about 2 s. and 10 d. in 20 s.; in a 100 l. it is 14 l. 5 s. 8 d. $\frac{1}{2}$ per Cent. Likewise when ten Cards only are in, then it is 5 to 4 against you, a 9th Part of the Money, and so in Proportion throughout the Pack. I appeal now to common Sense, whether the Game may not be play'd to more or less Advantage; tho' I have heard some Men confidently affirm,

affirm, that the Game is the same, play it which Way you will; and their Ignorance, has led them to offer to lay Wagers of it; for which Reason it has been believed, without farther Enquiry. I say, it was a very good Bait to catch Fish with. However, to proceed, the Odds from the beginning of a Deal are almost insensibly stealing upon you every Pull, till from the first supposed 4 per Cent. it becomes, you see, 14 l. 5 s. 8 d. $\frac{1}{2}$; I hope a fair Demonstration. It may be thought not unreasonable to consent to these Odds (if no other Advantages were made use of) on the Banker's Side, by Reason of the vast Expences that attend a Faro-Bank, besides the Attendants and Loss of Time. I assure you, that those Odds before mentioned have not been thought sufficient, as I will leave to your own Judgment when the Charges are fairly stated, which will amount to the Sum hereafter charged.

However, without losing much Time, I shall instance a remarkable Thing, that hath not been so strictly observed, as to alter the Custom of taking the Premier, when 2 Cards are put down, and a Premier put before them.

Sup-

92 *The* COMPLEAT GAMESTER. Part III.

Suppose a *King* and *Queen* a Guinea each, and a Guinea the *Premier*. After which, some *Pulls* pass, at last up comes the *King* on the right Hand for the *Banker*, and the *Queen* on the left for the *Punter*; the *Dealer* takes the *Premier*, as his Right; without ever blushing; which is a very great Injustice in this Game; for he ought to take nothing, since he might as well take it out of your Pocket.

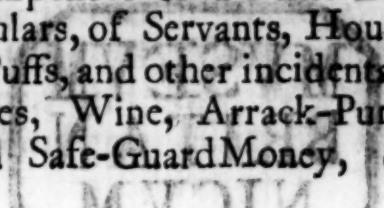
Observe, that the *first* Card, being pulled or drawn, is not valid till the *second* appears; therefore the 2 Cards may, in one Sense, be said to be but *one* Pull; for they are so much *one*, and have such Dependence on each other, that if the *second* Card is never pulled, the first is useless. So when these Accidents happen, as they frequently do, you neither win nor lose. On the contrary, if the *King* comes, and the *Queen* does not follow the same Pull, the Dealer then has a Right to the *Premier*, but not otherwise.

But the general Part of Mankind have suffered themselves to be imposed on, without ever considering the Inequality of such a Stake. 'Tis a plain Demonstration, that they did not know what they were doing; if they had, they would not have complied with it.

This

This Advantage taken by our *English* Bankers was never allowed in *Spain* nor *Portugal*, where I presume the Game is as well understood as in *England*. I well remember an Accident which happened to a Foreigner, (who spoke a Language the Company did not understand,) which caus'd as great a Confusion as ever I saw; and this only about a Crown-piece. At Length the Stranger made Signs to prove and shew them he had lost nothing. In the Interim comes in a Gentleman who understood the Foreigner, and appeased the Matter for the present; and it was mutually agreed, that the Crown should be left in Possession of the Bank, till it could be determined by Men of Judgment. Accordingly the next Day it was judged in favour of the Foreigner, that it was unprecedented abroad: The Crown was returned, and the Affair amicably ended. Notwithstanding this, the *Faro* Bankers have believ'd they might be more free with their own Countrymen than Foreigners, and therefore have continued their first Custom to this Day.

The Expences of a FARO Bank in all its Particulars, of Servants, House-Rent, a Groupe, Puffs, and other incidental Charges, of Candles, Wine, Arrack-Punch, Suppers, and Safe-Guard Money, &c. have,
in



in *Covent-Garden*, amounted to above
1000 l. *per Annum*.

As *Faro*, is the Daughter of *Basset*, the
Fair-Chance, or (*Card-Table*), is the Grand-
Daughter of *Faro*. All alike notorious
Frauds, there being not any Persons, ex-
cept the Professors themselves, who can
be said to be let into the *Secret-Springs*
of *PLAY*.

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